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Kitamura et al.

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(54) **GAMING MACHINE AND CONTROL METHOD THEREOF**

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A63F 13/00 (2006.01)

(52) **U.S. Cl.**
USPC **463/18**; 463/16; 463/17; 463/20; 463/22; 463/31

(58) **Field of Classification Search**
USPC 463/17
See application file for complete search history.

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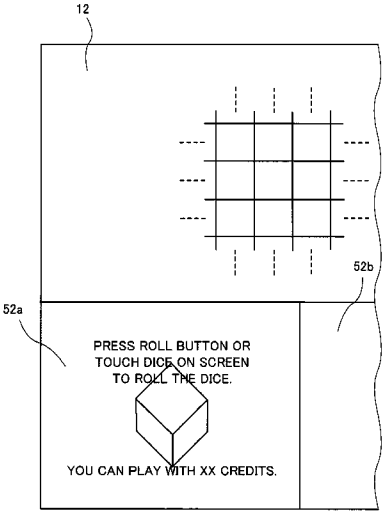
(57) **ABSTRACT**

A gaming machine **10** includes: a display device configured to display a plurality of symbols to be continuously arranged; and a controller **30**. The controller **30** executes processing operations of: (a1) sequentially executing game processing for a plurality of players and then according to a result of the game processing, determining any of the symbols is to be assigned to a respective one of the players; (a2) paying out a prize according to the symbols that are assigned according to a result of the determination; and (a3) generating a scramble event in which the assigned symbols are scrambled between the plurality of players, in a case where the prize is identical as to the plurality of players.

4 Claims, 18 Drawing Sheets



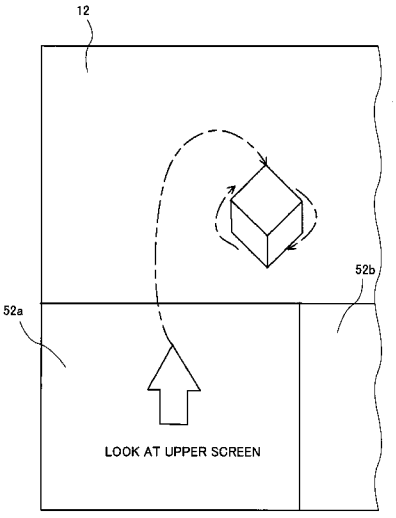


FIG. 1

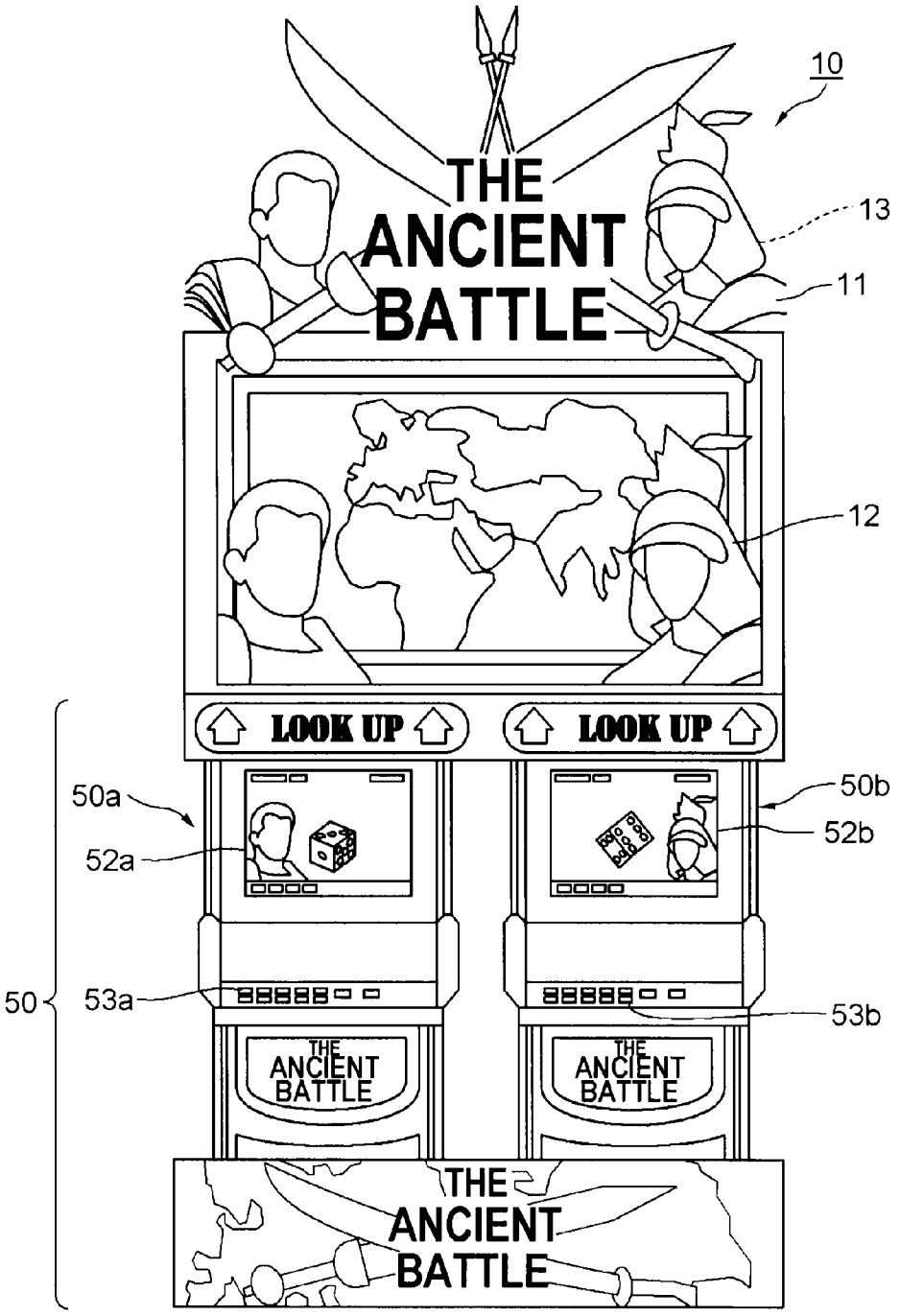

10
THE
ANCIENT
BATTLE
13
11
12
LOOK UP
LOOK UP
50a
52a
50b
52b
50
53a
53b
THE
ANCIENT
BATTLE
THE
ANCIENT
BATTLE
THE
ANCIENT
BATTLE

FIG. 2

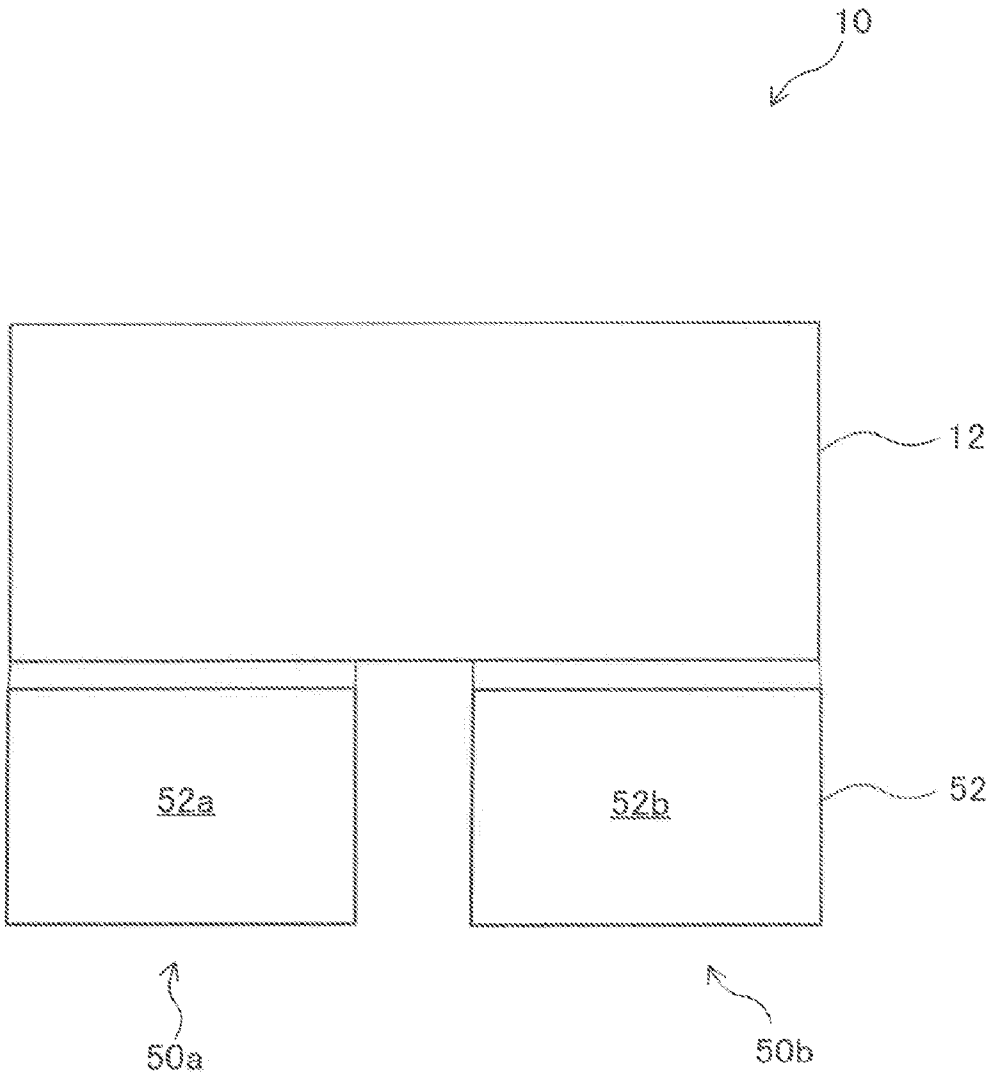


FIG. 3

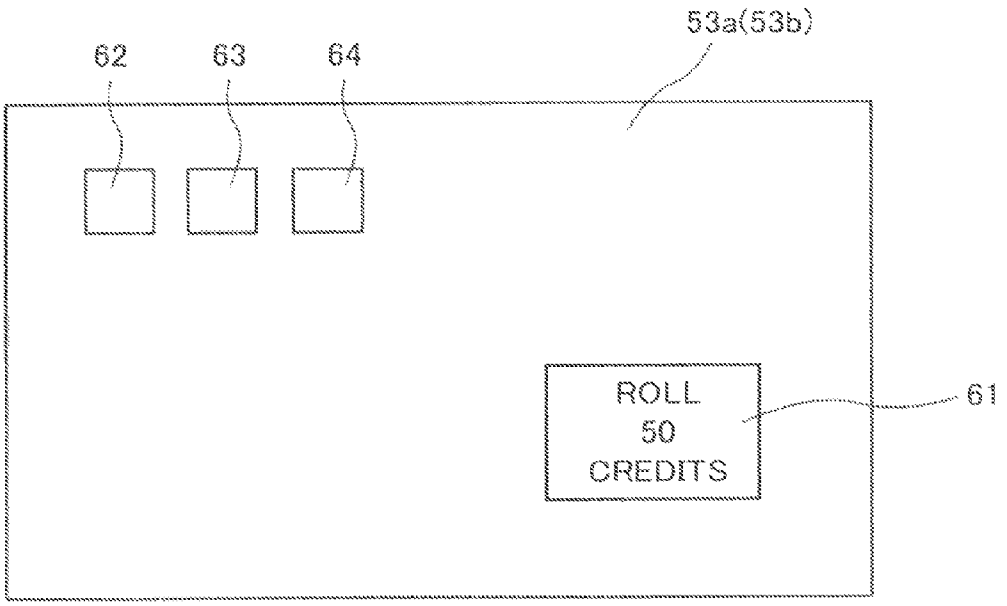


FIG. 4

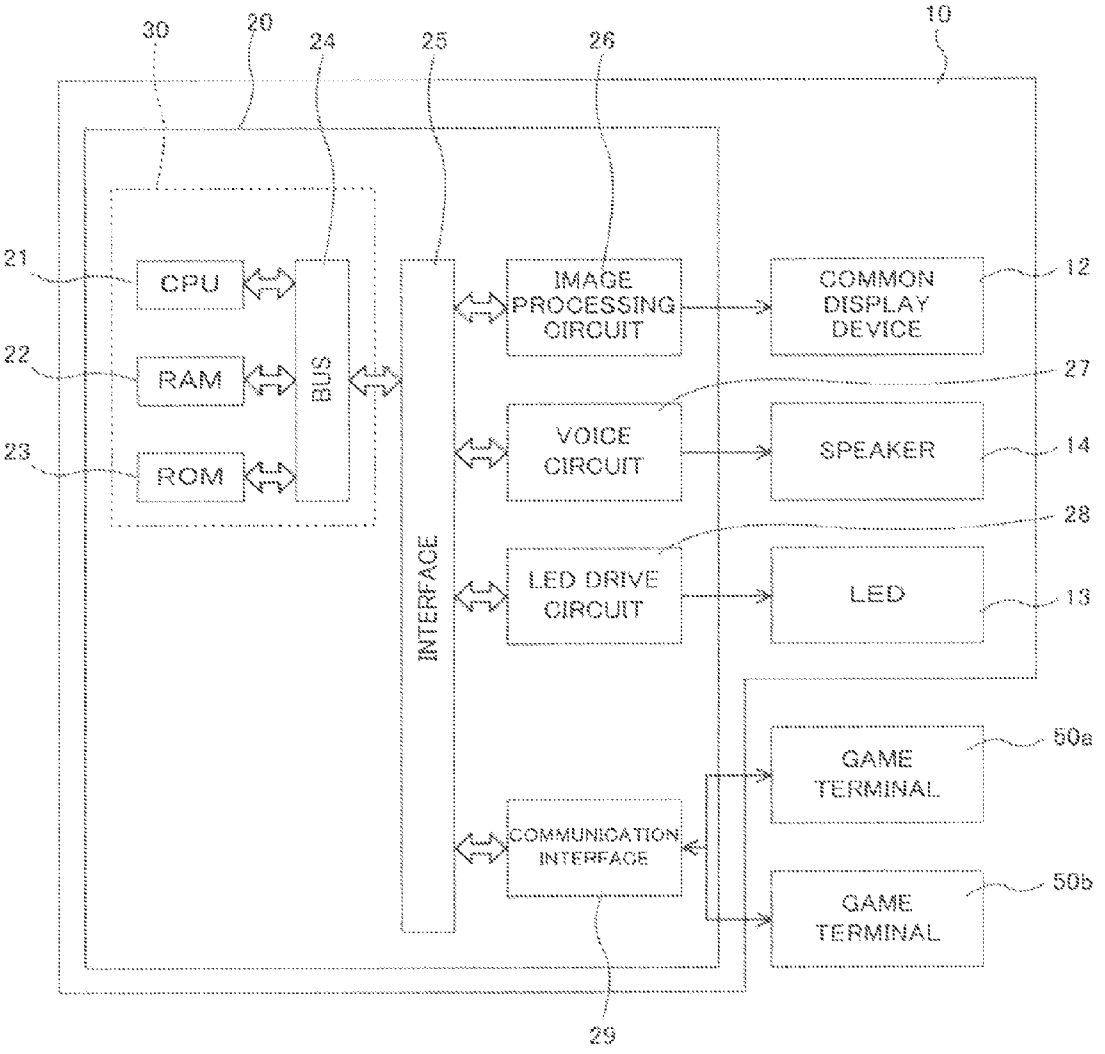

30
20
24
25
26
10
21
CPU
22
RAM
23
ROM
BUS
INTERFACE
IMAGE PROCESSING CIRCUIT
COMMON DISPLAY DEVICE
12
27
VOICE CIRCUIT
SPEAKER
14
28
LED DRIVE CIRCUIT
LED
13
GAME TERMINAL
50a
COMMUNICATION INTERFACE
GAME TERMINAL
50b
29

FIG. 5

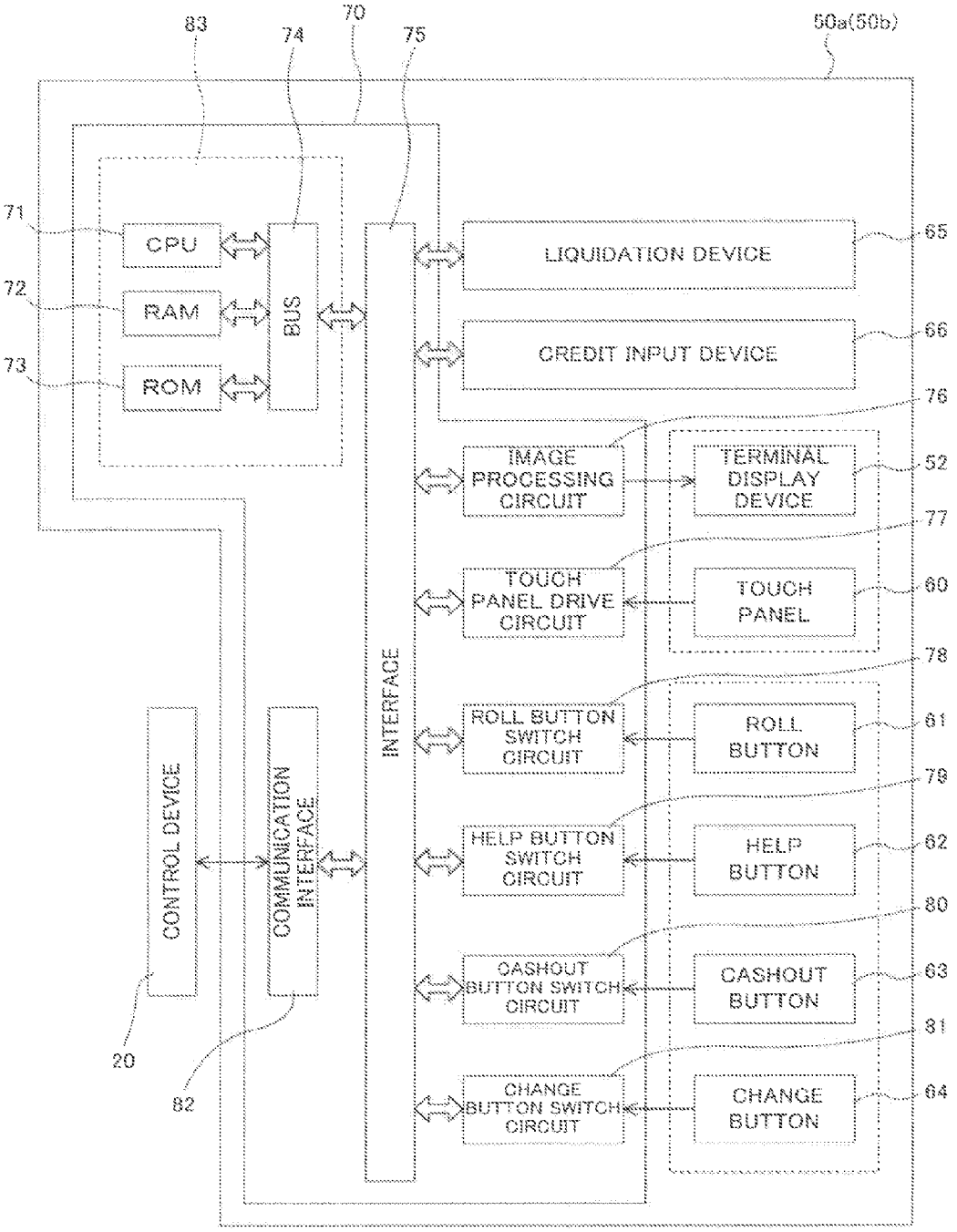

83
74
70
75
50a(50b)
71
CPU
72
RAM
73
ROM
BUS
LIQUIDATION DEVICE
65
CREDIT INPUT DEVICE
66
76
IMAGE PROCESSING CIRCUIT
TERMINAL DISPLAY DEVICE
52
77
TOUCH PANEL DRIVE CIRCUIT
TOUCH PANEL
60
78
ROLL BUTTON SWITCH CIRCUIT
ROLL BUTTON
61
79
HELP BUTTON SWITCH CIRCUIT
HELP BUTTON
62
80
CASHOUT BUTTON SWITCH CIRCUIT
CASHOUT BUTTON
63
81
CHANGE BUTTON SWITCH CIRCUIT
CHANGE BUTTON
64
INTERFACE
CONTROL DEVICE
COMMUNICATION INTERFACE
20
82

FIG. 6

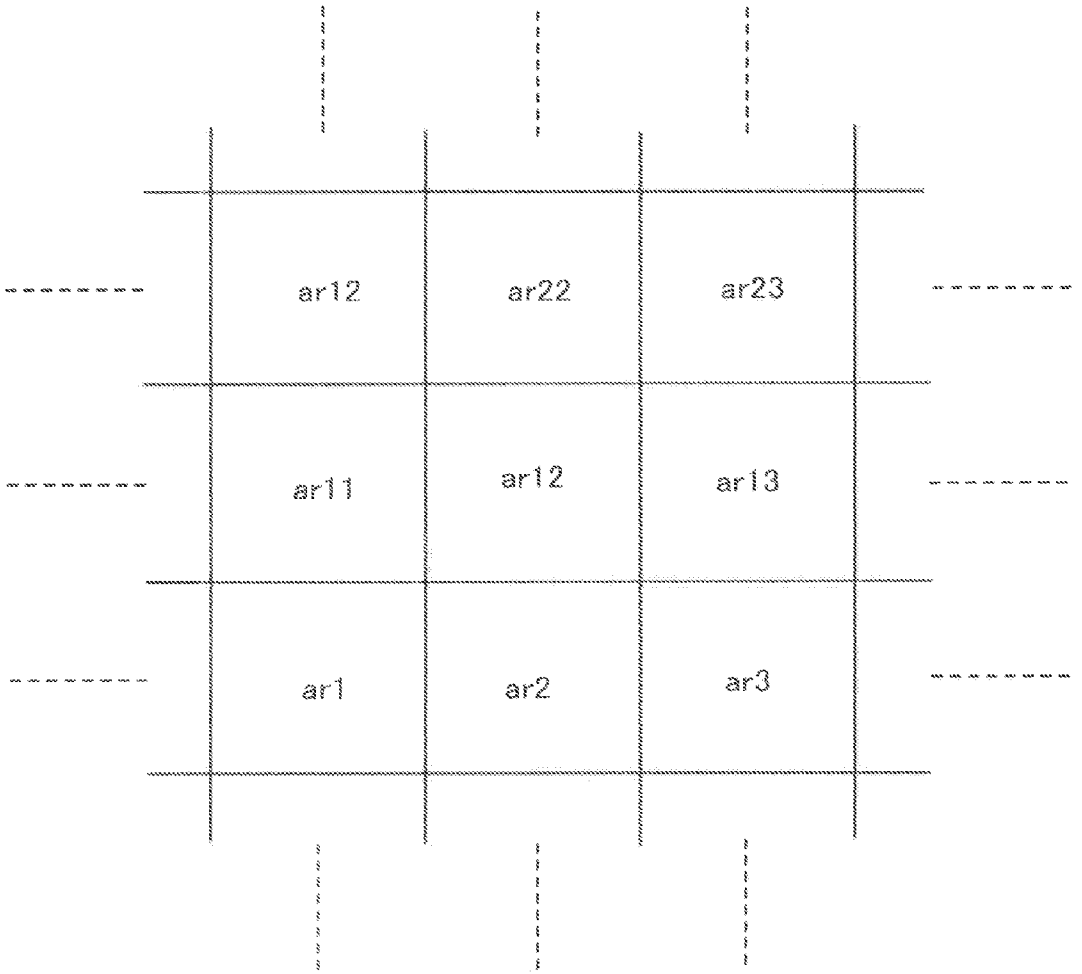


FIG. 7

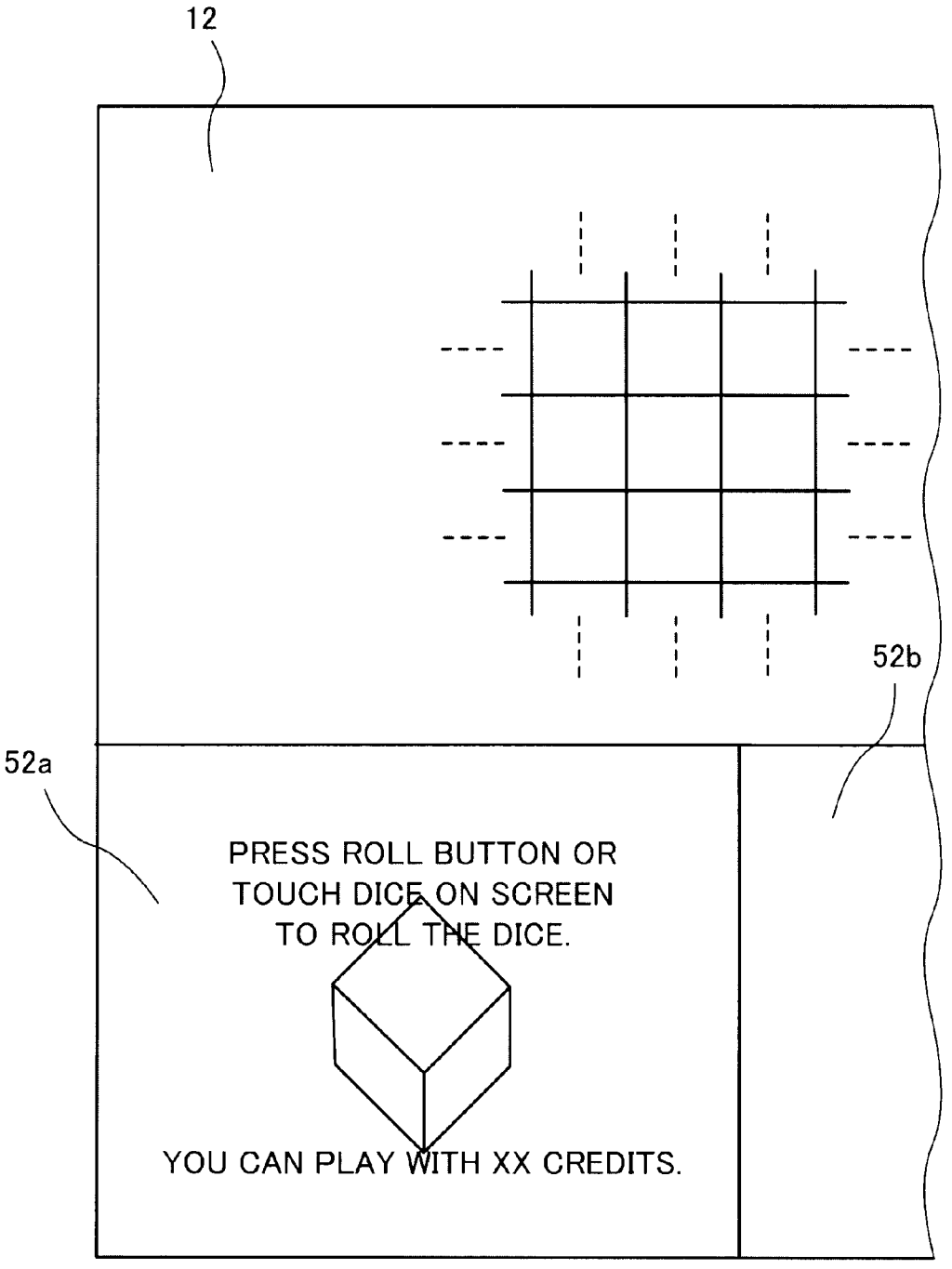

12
52b
52a
PRESS ROLL BUTTON OR
TOUCH DICE ON SCREEN
TO ROLL THE DICE.
YOU CAN PLAY WITH XX CREDITS.

FIG. 8

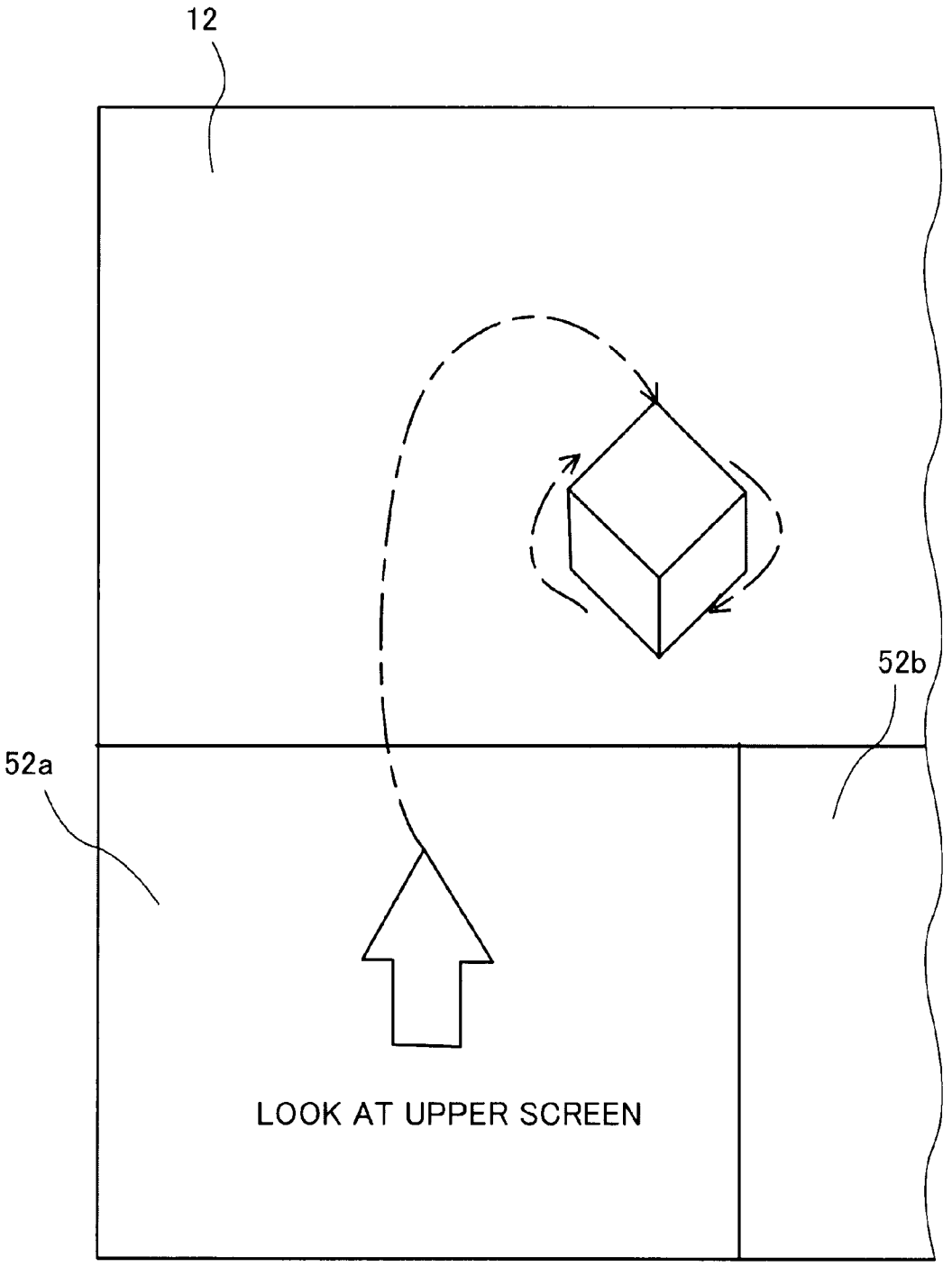


FIG. 9

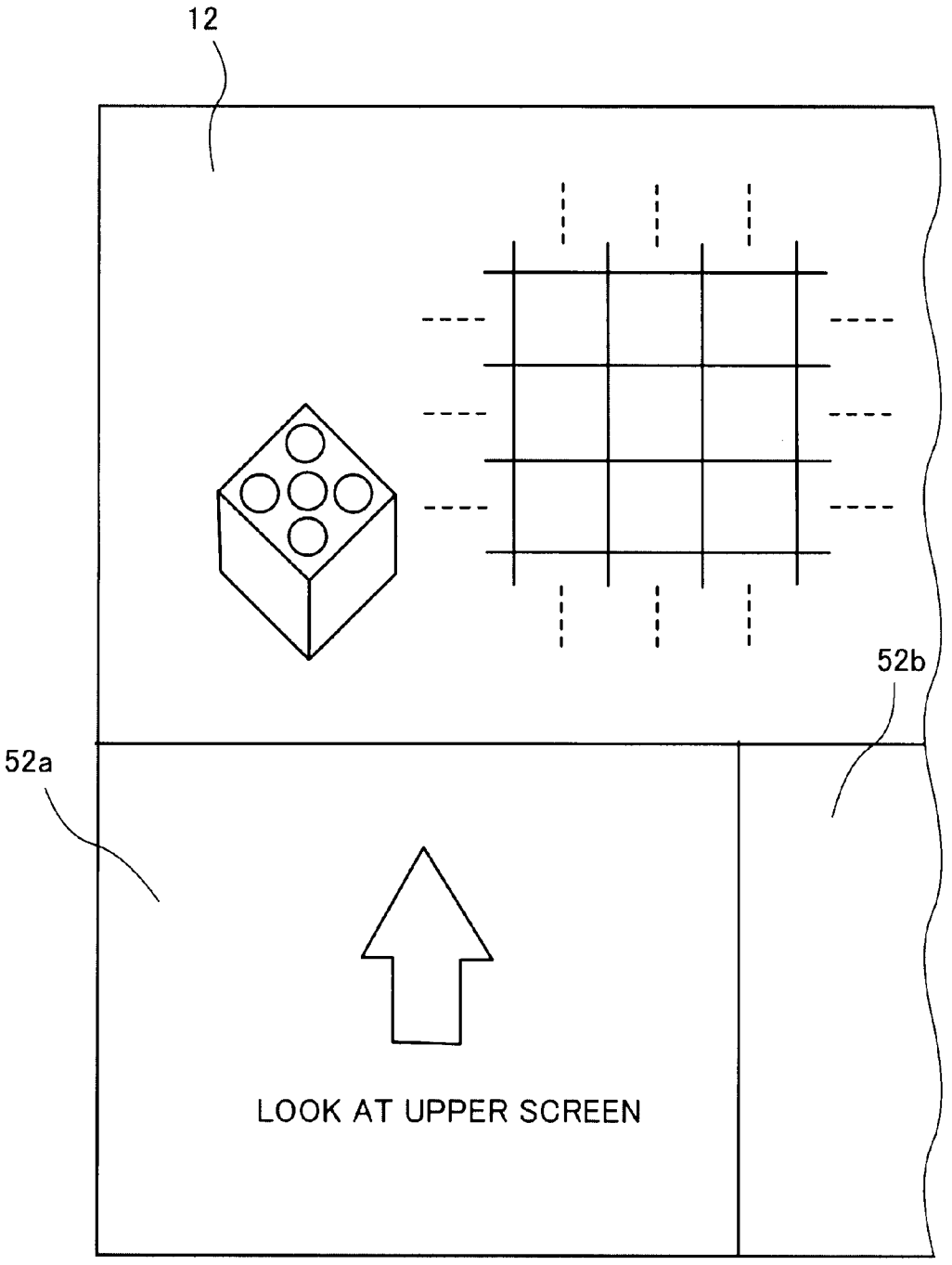


FIG. 10

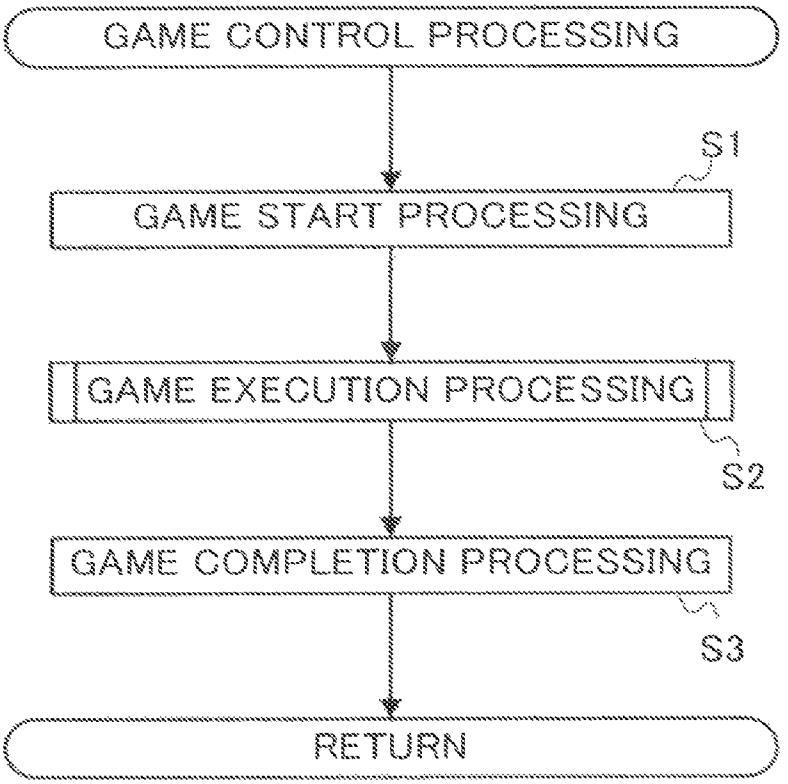

GAME CONTROL PROCESSING
S1
GAME START PROCESSING
GAME EXECUTION PROCESSING
S2
GAME COMPLETION PROCESSING
S3
RETURN

FIG. 11

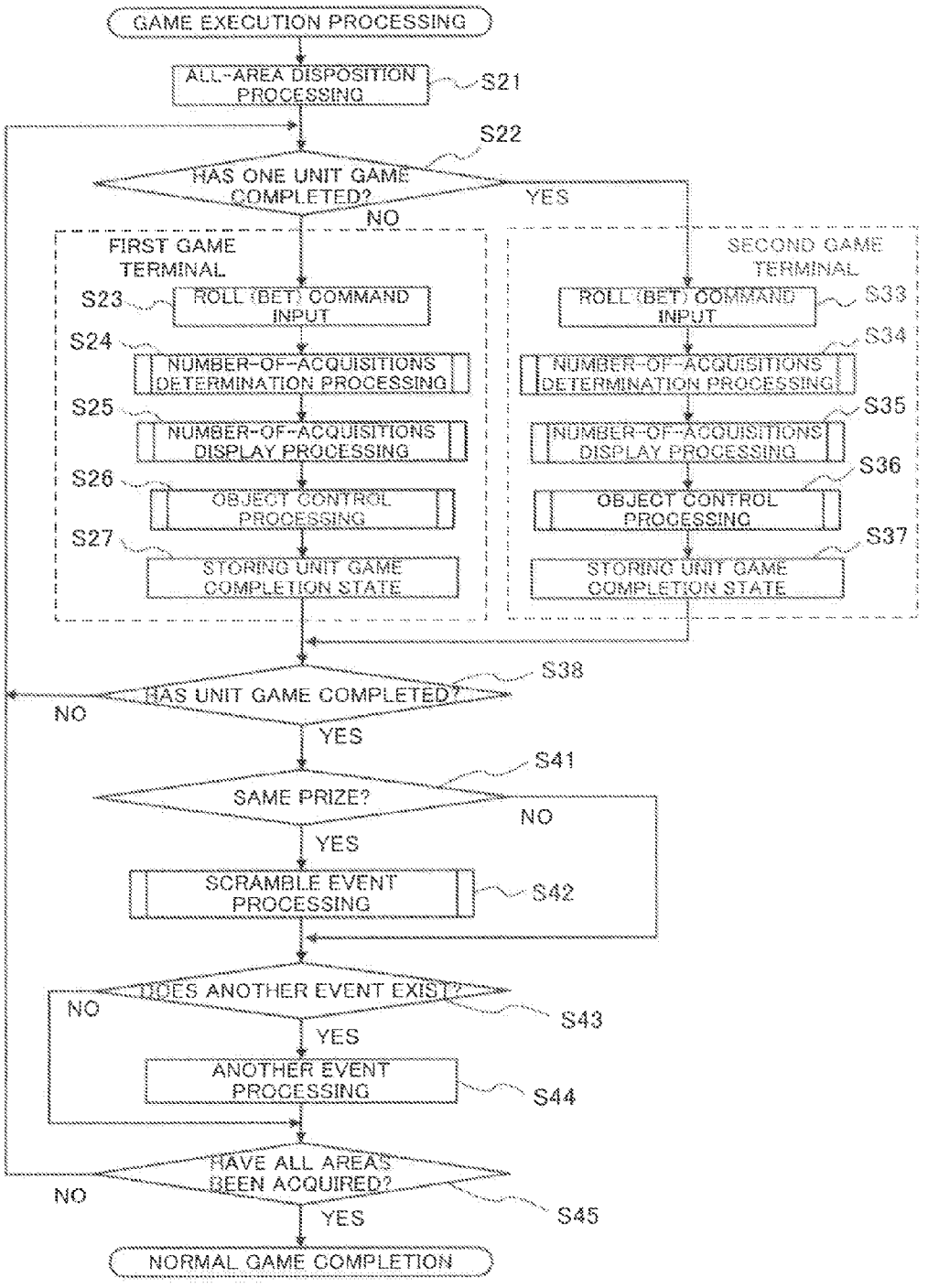

GAME EXECUTION PROCESSING
ALL-AREA DISPOSITION PROCESSING
S21
S22
HAS ONE UNIT GAME COMPLETED?
YES
NO
FIRST GAME TERMINAL
SECOND GAME TERMINAL
S23
ROLL (BET) COMMAND INPUT
S33
ROLL (BET) COMMAND INPUT
S24
NUMBER-OF-ACQUISITIONS DETERMINATION PROCESSING
S34
NUMBER-OF-ACQUISITIONS DETERMINATION PROCESSING
S25
NUMBER-OF-ACQUISITIONS DISPLAY PROCESSING
S35
NUMBER-OF-ACQUISITIONS DISPLAY PROCESSING
S26
OBJECT CONTROL PROCESSING
S36
OBJECT CONTROL PROCESSING
S27
STORING UNIT GAME COMPLETION STATE
S37
STORING UNIT GAME COMPLETION STATE
S38
HAS UNIT GAME COMPLETED?
NO
YES
S41
SAME PRIZE?
NO
YES
SCRAMBLE EVENT PROCESSING
S42
DOES ANOTHER EVENT EXIST?
NO
S43
YES
ANOTHER EVENT PROCESSING
S44
HAVE ALL AREAS BEEN ACQUIRED?
NO
S45
YES
NORMAL GAME COMPLETION

FIG. 12

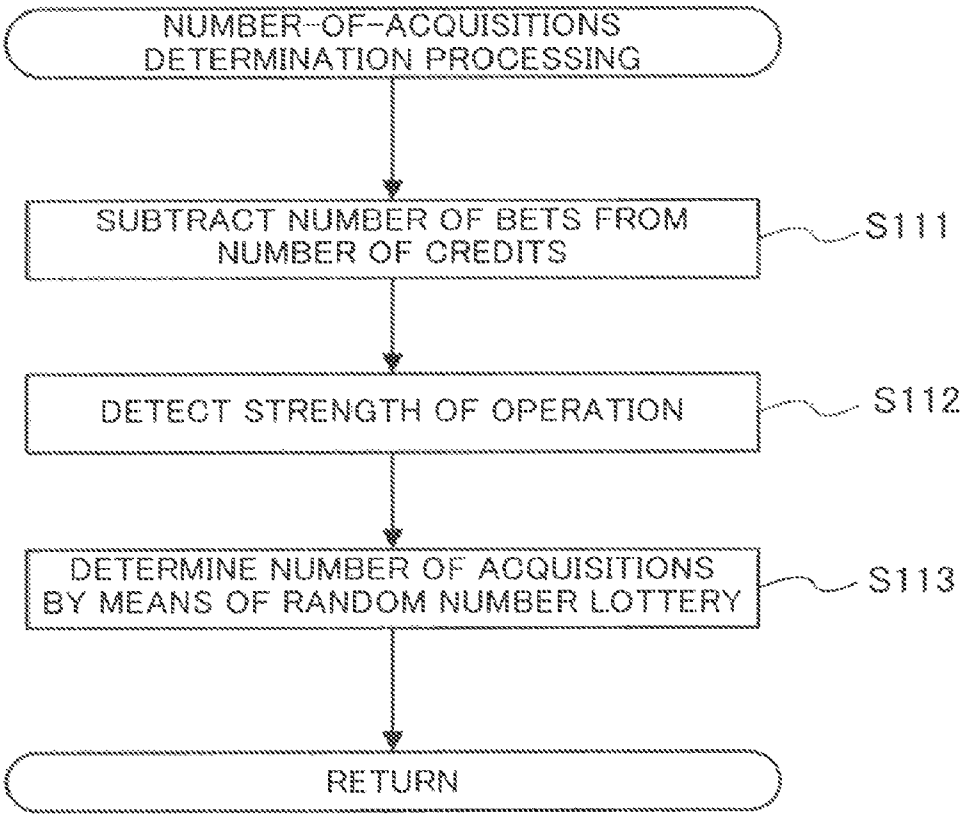

NUMBER-OF-ACQUISITIONS DETERMINATION PROCESSING
SUBTRACT NUMBER OF BETS FROM NUMBER OF CREDITS
S111
DETECT STRENGTH OF OPERATION
S112
DETERMINE NUMBER OF ACQUISITIONS BY MEANS OF RANDOM NUMBER LOTTERY
S113
RETURN

FIG. 13

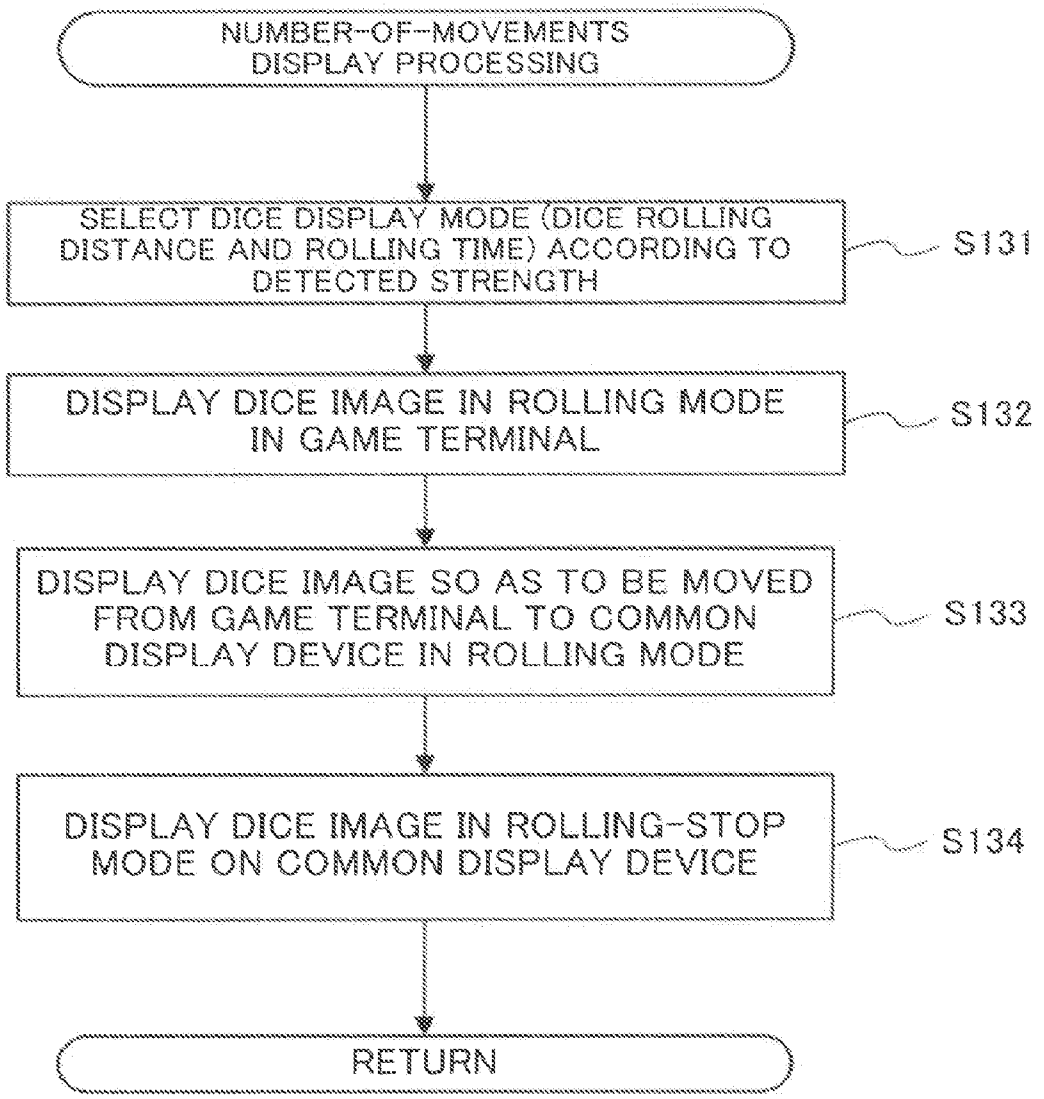

NUMBER-OF-MOVEMENTS DISPLAY PROCESSING
SELECT DICE DISPLAY MODE (DICE ROLLING DISTANCE AND ROLLING TIME) ACCORDING TO DETECTED STRENGTH
S131
DISPLAY DICE IMAGE IN ROLLING MODE IN GAME TERMINAL
S132
DISPLAY DICE IMAGE SO AS TO BE MOVED FROM GAME TERMINAL TO COMMON DISPLAY DEVICE IN ROLLING MODE
S133
DISPLAY DICE IMAGE IN ROLLING-STOP MODE ON COMMON DISPLAY DEVICE
S134
RETURN

FIG. 14

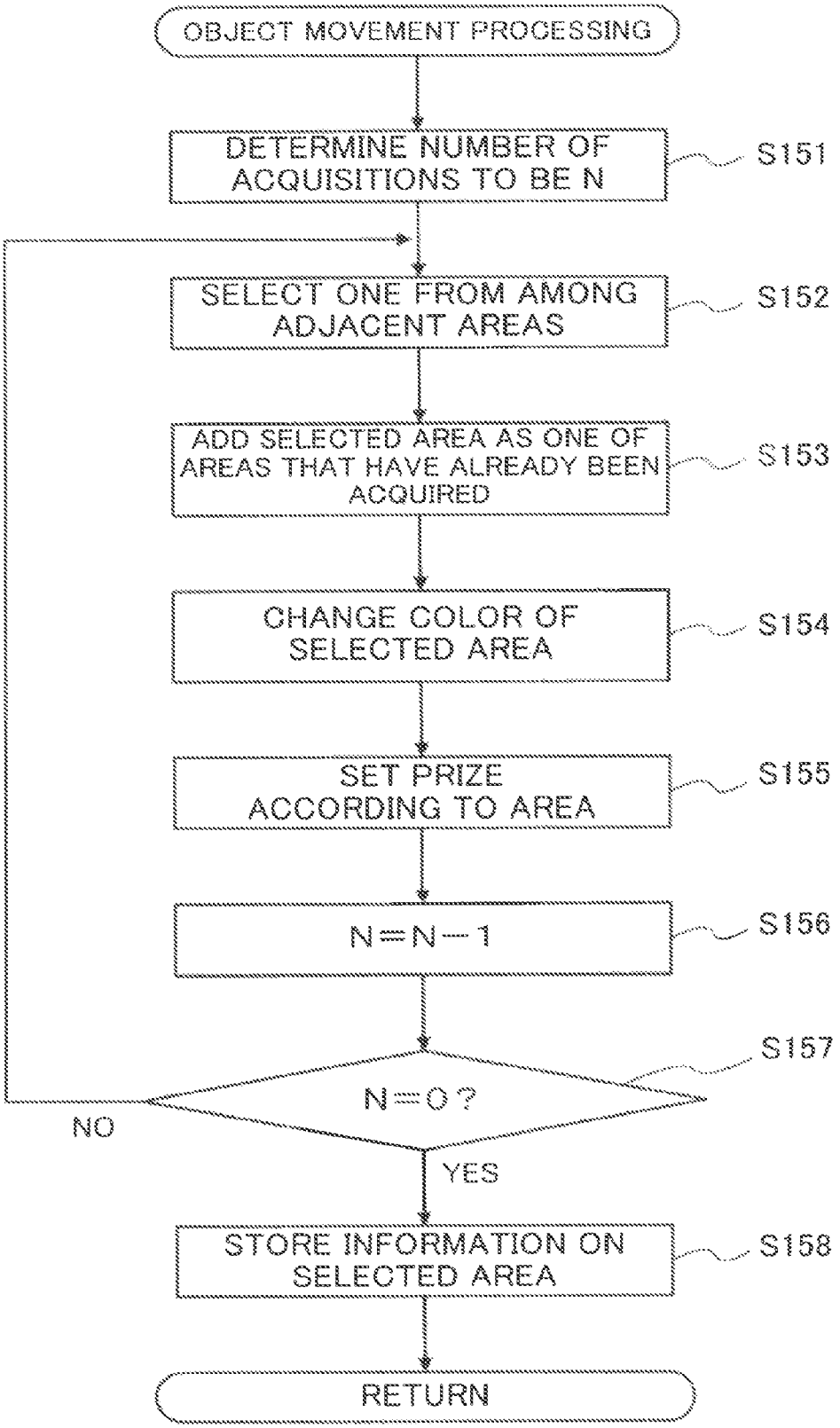

OBJECT MOVEMENT PROCESSING
DETERMINE NUMBER OF ACQUISITIONS TO BE N
S151
SELECT ONE FROM AMONG ADJACENT AREAS
S152
ADD SELECTED AREA AS ONE OF AREAS THAT HAVE ALREADY BEEN ACQUIRED
S153
CHANGE COLOR OF SELECTED AREA
S154
SET PRIZE ACCORDING TO AREA
S155
N=N−1
S156
S157
N=0 ?
NO
YES
STORE INFORMATION ON SELECTED AREA
S158
RETURN

FIG. 15

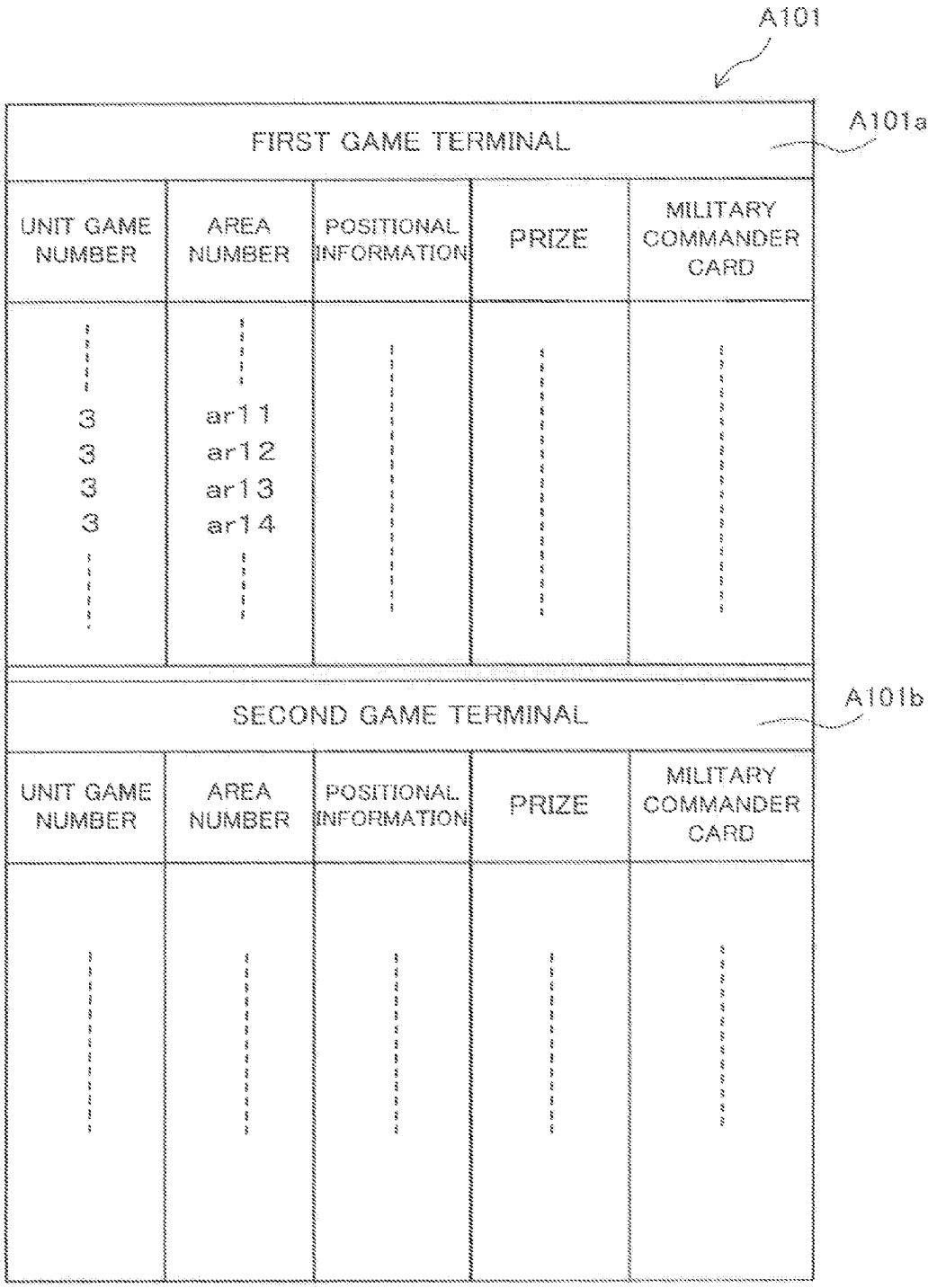

A101
A101a
FIRST GAME TERMINAL
UNIT GAME NUMBER
AREA NUMBER
POSITIONAL INFORMATION
PRIZE
MILITARY COMMANDER CARD
3
3
3
3
ar11
ar12
ar13
ar14
A101b
SECOND GAME TERMINAL
UNIT GAME NUMBER
AREA NUMBER
POSITIONAL INFORMATION
PRIZE
MILITARY COMMANDER CARD

FIG. 16

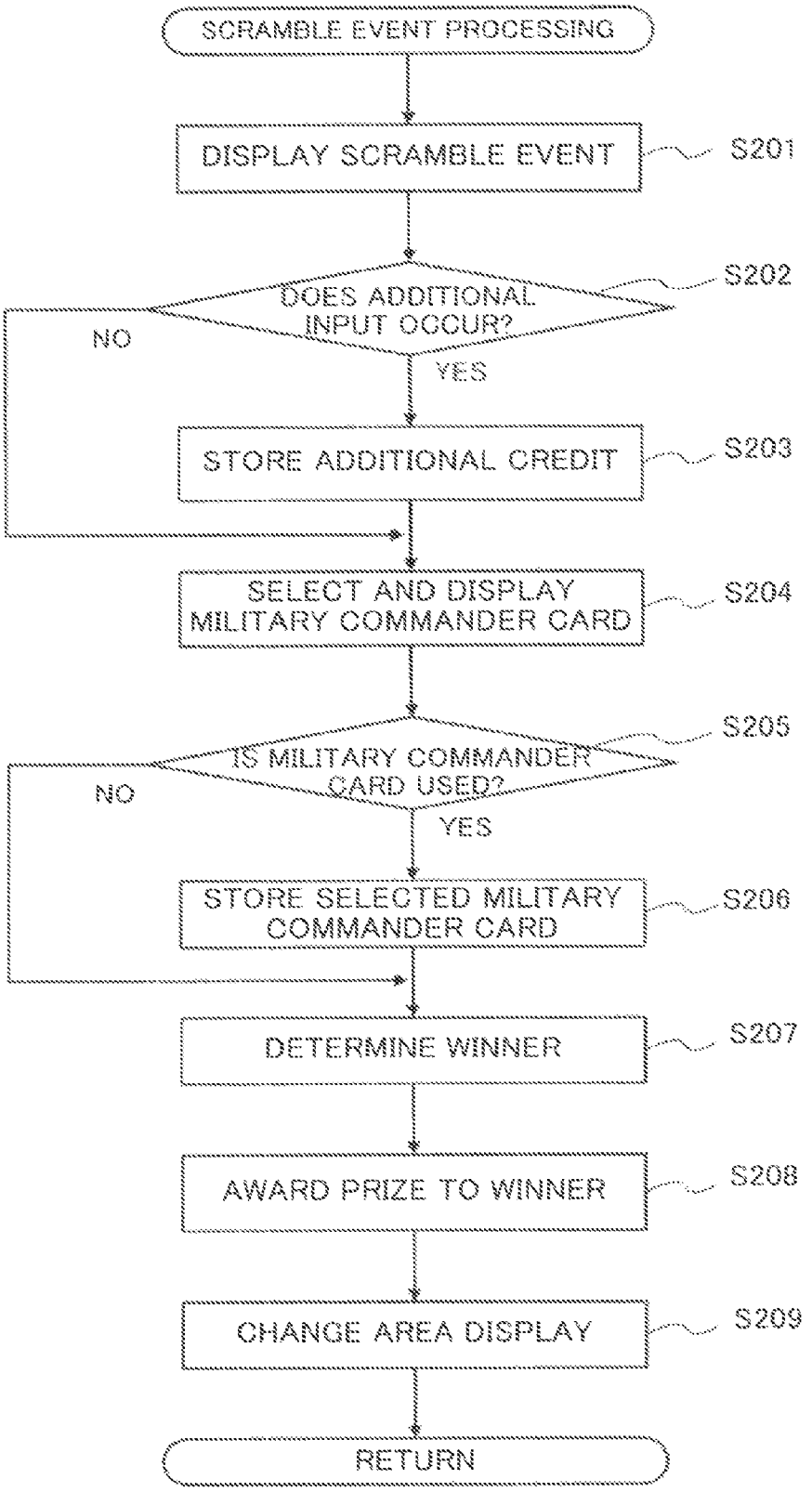

SCRAMBLE EVENT PROCESSING
DISPLAY SCRAMBLE EVENT
S201
DOES ADDITIONAL INPUT OCCUR?
S202
NO
YES
STORE ADDITIONAL CREDIT
S203
SELECT AND DISPLAY MILITARY COMMANDER CARD
S204
IS MILITARY COMMANDER CARD USED?
S205
NO
YES
STORE SELECTED MILITARY COMMANDER CARD
S206
DETERMINE WINNER
S207
AWARD PRIZE TO WINNER
S208
CHANGE AREA DISPLAY
S209
RETURN

FIG. 17

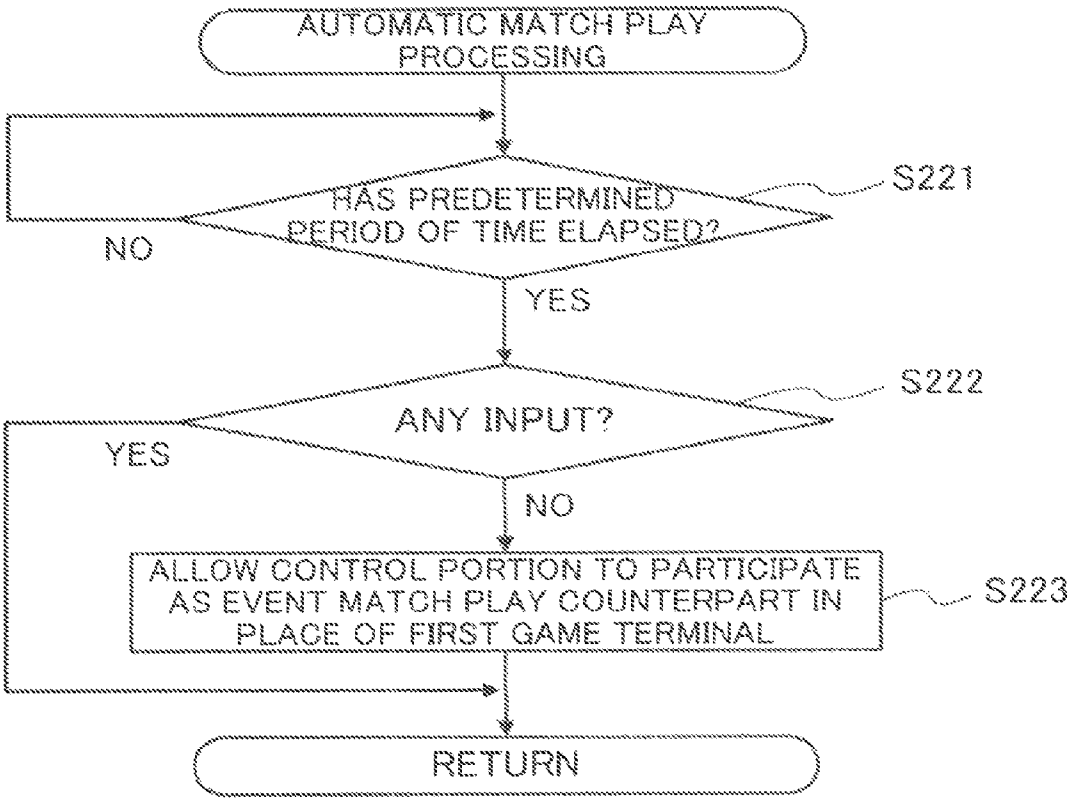
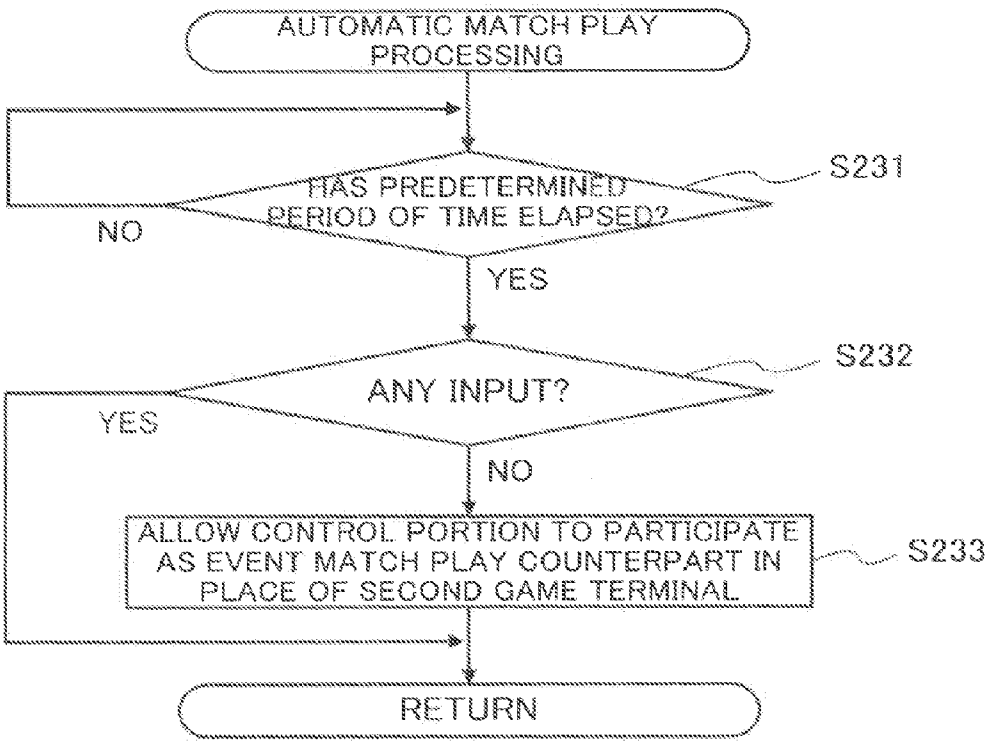

AUTOMATIC MATCH PLAY PROCESSING
HAS PREDETERMINED PERIOD OF TIME ELAPSED?
S221
NO
YES
ANY INPUT?
S222
YES
NO
ALLOW CONTROL PORTION TO PARTICIPATE AS EVENT MATCH PLAY COUNTERPART IN PLACE OF FIRST GAME TERMINAL
S223
RETURN

FIG. 18


AUTOMATIC MATCH PLAY PROCESSING
HAS PREDETERMINED PERIOD OF TIME ELAPSED?
S231
NO
YES
ANY INPUT?
S232
YES
NO
ALLOW CONTROL PORTION TO PARTICIPATE AS EVENT MATCH PLAY COUNTERPART IN PLACE OF SECOND GAME TERMINAL
S233
RETURN

GAMING MACHINE AND CONTROL METHOD THEREOF

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to a gaming machine and a control method of the gaming machine that executes a scramble game between game terminals.

2. Description of the Related Art

Conventionally, in gaming machines, it has been general that a win or loss in a game is determined between a gaming facility side (a gaming machine side), on which the gaming machines have been installed, and players, and a prize is awarded to a winning player according to the win or loss. Such gaming machines are disclosed in United State Patent Application Publication No. 2008/0058067 and United State Patent Application Publication No. 2008/0058072.

In the meantime, it is considered that a gaming machine with its higher interest can be provided if there can be imparted a new gaming property of scrambling prizes between players, in addition to the presence or absence of prizes between gaming machines (a gaming facility) and players.

Therefore, it is an object of the present invention to provide a gaming machine that is capable of imparting a new gaming property of scrambling prizes between players.

SUMMARY OF THE INVENTION

A gaming machine according to embodiment of the present invention comprising:

a display device configured to display a plurality of symbols to be continuously arranged; and

a controller programmed to execute processing operations of:

(a1) sequentially executing game processing for a plurality of players and then according to a result of the game processing, determining any of the symbols is to be assigned to a respective one of the players;

(a2) paying out a prize according to the symbols that are assigned according to a result of the determination; and

(a3) generating a scramble event in which the assigned symbols are scrambled between the plurality of players, in a case where the prize is identical as to the plurality of players.

According to the configuration described above, in a case where the same amount of prize is awarded in game processing as to a plurality of players, a scramble event occurs, whereby the players cannot identify when the scramble event occurs, and a gaming machine with its high entertainment can be provided accordingly.

The gaming machine according to embodiment of the present invention, in the configuration described above, comprising a first display device and a second display device that is disposed upward of the first display device,

wherein the controller is configured to:

in the processing operation (a1), movably display a dice image that is displayed on the first display device, so as to roll to the second display device, and then, determine a number that is assigned to any face of the dice, as a result of the game processing; and

determine a symbol to be assigned to the players in accordance with the determined number of the dice.

According to the configuration described above, a player's interest in game can be enhanced by rendering of dice image rolling.

The gaming machine according to embodiment of the present invention, in the configuration described above, in the processing operation (a3), the controller is configured to determine a result of the scramble event, based on an input element, in a case where each player inputs the element according to any of the symbols that are assigned by the game processing executed in a past.

According to the configuration described above, a player inputs an element according to the symbols acquired in past game processing in a scramble event, whereby a result of the scramble event is influenced, and entertainment of the game can be remarkably improved.

A control method of a gaming machine according to the aspect of present invention, that has a display device configured to display a plurality of symbols to be continuously arranged,

said control method comprising the steps of:

(a1) sequentially executing game processing for a plurality of players and then according to a result of the game processing, determining any of the symbols is to be assigned to a respective one of the players;

(a2) paying out a prize according to the symbols that are assigned according to a result of the determination; and

(a3) generating a scramble event in which the assigned symbols are scrambled between the plurality of players, in a case where the prize is identical as to the plurality of players.

According to the control method described above, in a case where the same amount of prize is awarded in game processing as to a plurality of players, a scramble event occurs, whereby the players cannot identify when the scramble event occurs, and a gaming machine with its high entertainment can be provided.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1** is a view showing an appearance of a gaming machine;

FIG. **2** is a view showing a layout example of a display device in the gaming machine;

FIG. **3** is a view showing an operating portion in the gaming machine;

FIG. **4** is a view showing an internal configuration of the gaming machine;

FIG. **5** is a view showing an internal configuration of a game terminal;

FIG. **6** is a view showing a travelling route (symbol arrays) that is displayed on a common display device;

FIG. **7** is a view showing a display state of the common display device and a terminal display device;

FIG. **8** is a view showing a display state of the common display device and the terminal display device;

FIG. **9** is a view showing a display state of the common display device and the terminal display device;

FIG. **10** is a view showing a flowchart of game control processing;

FIG. **11** is a view showing a flowchart of game execution processing;

FIG. **12** is a view showing a flowchart of number-of-movements determination processing;

FIG. **13** is a view showing a flowchart of the number-of-movements determination processing; and

FIG. **14** is a view showing a flowchart of object movement processing;

FIG. **15** is a view showing a unit game result storage region in a RAM;

FIG. **16** is a view showing a flowchart of scramble event processing;

FIG. **17** is a view showing a flowchart of automatic match play processing; and

FIG. **18** is a view showing a flowchart of automatic match play processing.

DESCRIPTION OF THE PREFERRED EMBODIMENTS

(Outline of Gaming Machine)

Hereinafter, an illustrative embodiment of the present invention will be described with reference to the drawings. As shown in FIG. **1**, a gaming machine **10** according to the illustrative embodiment has two game terminals **50***a* and **50***b* that are adjacent to each other and one common display device **12**. A decoration plate **11** comprised of an optically transmissible panel is provided at an upper part of a common display device **12**, and an LED **13** is disposed at a rear of this plate. The LED **13** is lit, whereby rendering is performed as if the decoration plate **11** were emitting light.

A normal game to be executed in a gaming machine **10** is a game in which two players sequentially acquire a part (an area) in a map displayed on the common display device **12** by means of operation of game terminals **50***a* and **50***b*. While the illustrative embodiment describes a game to be played by acquiring an area that is a part of a map, the game is not always limited to such an "area", and may be a game in which, from among so called symbols that are continuously arranged, a plurality of players sequentially select (acquire) the symbols. That is, the "area" is included as one example of symbols, and the symbols are not limited to the "area".

One player operates the game terminal **50***a*, whereby an appearance of dice rolling is displayed on the terminal display device **52***a* of the game terminal **50***a*, and an area to be acquired is determined by rolled numbers of the dice that have stopped. Similarly, the other player operates the game terminal **50***b*, whereby an appearance of dice rolling is displayed on the terminal display device **52***b* of the game terminal **50***b*, and an area to be acquired is determined by the rolled numbers of the dice that have stopped. This normal game is a game in which two players operate the game terminals **50***a* and **50***b* alternately, whereby their own areas are gradually increased, and a player who has finally acquired a larger area becomes a winner.

When each of the players has acquired an area, a prize according to the acquired area is awarded every time. In addition, to the acquired area, its own event or prize is assigned so that the players can expect the prize according to the acquired area or the progress of the game. In addition, in each of the areas, one military commander (hereinafter, referred to as a military commander card) is assigned as an element associated with each of the areas, and a player who has acquired that area can acquire the military commander card together with the area. Further, in the case of the illustrative embodiment, apart from the event associated with each of the areas, in a case where two players have acquired the same amount of prize (in a case where the amounts of prizes assigned to the acquired areas are identical to each other), a scramble event occurs. For example, in a case where one player has acquired an area, it is assumed that a prize of 50 credits has been assigned in advance to the area. Next, the other player acquires any area in accordance with the rolled numbers of dices, and in a case where the prize associated with this area is the same in amount as the prize (50 credits) that one player has acquired, the normal game in progress is suspended, and a scramble event occurs in the gaming machine **10**.

A scramble event is an event in which players scramble a prize which has caused a trigger for an occurrence of the scramble event and each of the players scrambles a part of the acquired area. If this scramble event occurs, the respective terminal display devices **52***a* and **52***b* of the game terminals **50***a* and **50***b* provide a display prompting the players to select either one of the military commanders assigned to the players in accordance with area acquisition and a display prompting the players to additional entry of credit. If each of the players selects any one from among one's own military commanders and additionally inputs a desired amount of credit to the game terminals **50***a* and **50***b*, the common display device **12** displays an image of a battle that is caused by a scramble event, and a win or loss of the players is determined.

The win or loss of the player in the scramble event is determined in accordance with the selected military commander card and the input number of credits. That is, there are a plurality of types of the military commander cards that are assigned to the respective areas and awarded to players, and the number of points is predetermined to a respective one of the military commander cards that each of the players selects in the scramble event. A superiority or inferiority correlation between the military commander cards is determined depending on the number of points that has been predetermined above. A military commander card with more points becomes a winner. In addition, the number of credits that a player has additionally input in the scramble event has an effect on a win or loss. For example, even in a case where a military commander card that one player has selected is stronger by 10 points than the one that the other player has selected, if the number of credits that the other player has additionally input is the number of credits that is sufficient to overcome this superiority or inferiority correlation, the other player becomes a winner. Such a superiority or inferiority correlation is computed in a control portion **30** of the gaming machine **10**.

A player who has won in the scramble event takes from the other player an area of the military commander that the other player has selected in the scramble event. That is, in addition to the normal game, in the scramble event as well, a winner can increase an area. In addition, the player who has won in the scramble event can take the prize relating to the scramble event from the other player. The word "taking a prize" denotes changing a right of receiving a prize.

When all of the areas that are displayed on the common display device **12** have been acquired while such a scramble event is performed, the normal game in the gaming machine **10** completes. A player who has acquired a larger area at the time point of the completion becomes a winner of the normal game, and a predetermined prize in the normal game can be obtained.

FIG. **2** is a schematic wiring diagram showing a layout of the common display device **12**, the game terminals **50***a* and **50***b*, and terminal display devices **52***a* and **52***b*. The terminal display devices **52***a* and **52***b* of the game terminals **50***a* and **50***b* are disposed adjacent to each other, and the common display device **12** is disposed at an upper part of these display devices.

FIG. **3** is a schematic wiring diagram showing operating portions **53***a* and **53***b* that are respectively provided in the game terminals **50***a* and **50***b*. The game terminals **50***a* and **50***b* respectively have the operating portions **53***a* and **53***b* that have their similar configurations.

A change button (a CHANGE button) **64**, a cashout button (a CA SHOUT button) **63**, and a help button (a HELP button) **62** are provided in the operating portions **53***a* and **53***b*, and a "ROLL 50 CREDITS" button (a ROLL button) **61** is pro-

vided. A player operates the "ROLL 50 CREDITS" button **61** to thereby enter a predetermined number of credits (for example, 50 credits) from the player's credits, and then, a normal game can be advanced.

FIG. **4** is a block diagram depicting a configuration of the gaming machine **10**. As shown in FIG. **4**, the gaming machine **10** includes: a control portion **30** having a CPU **21**, a RAM **22**, and a ROM **23**, and a bus **24** for connecting them; an image processing circuit **26** for image-processing a signal that is output from the control portion **30** via an interface **25**; a common display device **12** for displaying an image by means of the signal image-processed in the image processing circuit **26**; a voice circuit **27** for converting the signal that is output from the control portion **30** via the interface **25** to a voice signal; a speaker **14** for outputting a voice by means of the voice signal that is output from the voice circuit **27**; an LED drive circuit **28** for generating a signal for driving an LED **13**, based on the signal that is output from the control portion **30** via the interface **25**; the LED **13** for emitting light by means of a LED drive signal that is output from the LED drive circuit **28**; and a communication interface **29** for outputting the signal that is output from the control portion **30** via the interface **25**, to the game terminals **50***a* and **50***b*.

A control device **20** is comprised of: the control portion **30**; the interface **25**; the image processing circuit **26**; the voice circuit **27**; the LED drive circuit **28**, and the communication interface **29**.

FIG. **5** is a block diagram depicting a configuration of the game terminals **50***a* and **50***b*. While only the game terminal **50***a* will be described herein, it is assumed that the game terminal **50***b* also has a similar configuration. As shown in FIG. **4**, the game terminal **50***a* includes: a control portion **83** having a CPU **71**, a RAM **72**, a ROM **73**, and a bus **74** for connecting them; a liquidation device **65** for carrying out liquidation processing, based on a signal that is output from the control portion **83** via an interface **75**; a credit input device **66** for carrying out input processing of a credit, based on the signal that is output from the control portion **83** via the interface **75**; an image processing circuit **76** for image-processing the signal that is output from the control portion **83** via the interface **75**; a terminal display device **52** (**52***a*) for displaying an image by means of the signal that is image-processed in the image processing circuit **76**; a touch panel **60** for accepting a pressing operation from a player; a touch panel drive circuit **77** for driving the touch panel **60** and outputting an operation result that is output from the touch panel **60** to the control portion **83** via the interface **75**; a ROLL button **61** for displaying dice images on the terminal display device **52** and the common display device **12** (FIG. **4**) and inputting a command for changing images of the dice so as to roll; a ROLL button switch circuit **78** for receiving an operation result of the ROLL button **66** and then outputting the received operation result to the control portion **83** via the interface **75**; a HELP button **62** for accepting an input operation from a player and then instructing the control portion **83** to carry out a predetermined emergency operation; a HELP button switch circuit **79** for receiving an operation result of the HELP button **62** and then outputting the received operation result to the control portion **83** via the interface **75**; a CASHOUT button **63** for accepting an input operation from a player and then instructing the control portion **83** to carry out cashout processing; a CASHOUT button switch circuit **80** for receiving an operation result of the CASHOUT button **63** and then outputting the received operation result to the control portion **83** via the interface **75**; a CHANGE button **64** for accepting an input operation from a player and then instructing the control portion **83** to carry out change processing; and a CHANGE button switch circuit **81** for receiving an operation result from the CHANGE button **64** and then outputting the received operation result to the control portion **83** via the interface **75**.

A control device **70** is comprised of: the control portion **83**; the interface **75**; the image processing circuit **76**; the touch panel drive circuit **77**; the ROLL button switch circuit **78**; the HELP button switch circuit **79**; the CASHOUT button switch circuit **80**; the CHANGE button switch circuit **81**; and a communication interface **82**.

The communication interface **82** is intended to make communication with the control device **20** (the communication interface **29**) of the gaming machine **10**.

In the case of the illustrative embodiment, a variety of game programs such as normal game and scramble event associated therewith is executed by means of a CPU **21** of the control portion **30** of the gaming machine **10**. The game programs are stored in a ROM **23** of the gaming machine **10**. A CPU **71** of each of the game terminals **50***a* and **50***b* displays images on the terminal display devices **52***a* and **52***b* or pays out a prize, based on a command from the CPU **21** while making communication with the CPU **21** of the gaming machine **10**.

FIG. **6** is a view showing a part of a map that is displayed on the common display device **12**. As shown in FIG. **6**, the map is divided into a plurality of areas (ar**1**, ar**2**, . . .). In a normal game, the "ROLL 50 CREDITS" button (ROLL button) **61** (FIG. **3**) of the game terminal **50***a* is operated, whereby an area that one player acquires is selected. In addition, the "ROLL 50 CREDITS" button (ROLL button) **61** (FIG. **3**) of the game terminal **50***b* is operated, whereby area that the other player acquires is selected. Specifically, the "ROLL 50 CREDITS" button (ROLL button) **61** (FIG. **3**) of the game terminal **50***a* is operated, whereby an image of dice rolling is displayed on the terminal display device **52***a* of the game terminal **50***a* and then areas whose number according to the rolled numbers of the dice that has stopped are selected. In this case, the areas that are adjacent to an area having selected in advance are sequentially selected. In addition, the "ROLL 50 CREDITS" button (ROLL button) **61** (FIG. **3**) of the game terminal **50***b* is operated, whereby an image of dice rolling is displayed on the terminal display device **52***b* of the game terminal **50***b* and then areas whose number according to the rolled numbers of the dice that has stopped are selected. In this case, the areas that are adjacent to an area having selected in advance are sequentially selected.

Specifically, the rolled numbers of dice are "2", two areas that are adjacent to the area having already been selected (the areas whose number according to the rolled numbers of dice) are randomly selected by means of control of the CPU **21**. In a layout example of the areas shown in FIG. **6**, for example, assuming that area ar**2** has been acquired up to now, any two of the areas ar**1**, ar**12**, and ar**3** that are adjacent to the area ar**2** are randomly selected by means of a lottery employing random numbers.

FIG. **7** to FIG. **9** are schematic wiring diagrams showing display images of the terminal display devices **52***a* (**52***b*) and the common display device **12** in a case where a normal game adapted for area acquisition is played. While the following description will is given with respect to a game terminal **50***a* of the two game terminals **50***a* and **50***b*, it is assumed that similar image display or processing is executed in the game terminal **50***b*.

As shown in FIG. **7**, the terminal display device **52***a* of the game terminal **50***a* displays a message "PRESS ROLL BUTTON OR TOUCH DICE ON SCREEN TO ROLL THE DICE. YOU CAN PLAY WITH XX CREDITS". In this case,

the common display device **12** displays a map corresponding to each of the game terminals **50***a* and **50***b*.

When a player makes pressing operation of the "ROLL 50 CREDITS" button (ROLL button) **61** (FIG. **3**) at the operating portion **53***a* (FIG. **3**) or touches a dice image on the terminal display device **52***a*, a CPU **71** of the game terminal **50***a* subtracts the predetermined credits required to play a game from the number of credits that is input from a credit input device **66** (FIG. **5**) of the game terminal **50***a*, based on an operation result of the ROLL button **61** or an operation result of the touch panel **60**. In a case where subtraction has been possible, the fact designates that the number of credits that is capable of executing a game in the game terminal **50***a* has been input, and the CPU **71** enables the progress of the game and as shown in FIG. **8**, a motion image is displayed as if dice were rolling from the terminal display device **52***a* to the common display device **12**. Then, as shown in FIG. **9**, the CPU **71** causes the common display device **12** to subsequently display an image indicating that any one rolled number of dice stops. The rolled numbers of the dice that stop are determined by means of a random number lottery.

Then, areas whose number according to the rolled numbers of the dice that have stopped. Specifically, the CPU **21** of the gaming machine **10** executes normal game processing in accordance with the programs that are stored in the ROM **23**, thereby sequentially randomly selecting areas whose number according to the rolled numbers of the dice from areas that are adjacent to an area having been selected in advance. For example, as shown in FIG. **6**, in a case where the area ar**1** has already been acquired, if the rolled number of the dice is"3", a first area (area ar**2** or ar**11**) is first selected from among the areas that are adjacent to the area ar**1**; a second area is further selected from among the areas that are adjacent to the area having already been acquired (selected), including the thus selected area; and a third area is further selected from among the areas that are adjacent to the area having already acquired (selected), including the thus selected area. In this way, as new areas of a player, the areas that have been randomly selected from among the areas that are adjacent to the area already selected are awarded to the player.

Immediately after a normal game has been started, since a selected (acquired) area does not exist yet, starting areas (a starting area for the game terminal **50***a* and a starting area for the game terminal **50***b*) are preset in the ROM **23**, and areas that are adjacent to each of the starting areas are sequentially selected.

Next, game control processing to be executed in the gaming machine **10** will be described.

FIG. **10** is a flowchart showing game control processing procedures to be executed by means of the CPU **21** of the gaming machine **10**. This processing is directed to processing to be realized by the CPU **21** executing a program that is stored in the ROM **23** of the gaming machine **10**.

First, the CPU **21** executes game start processing (step S**1**). In this processing, the CPU **21** starts a game on a condition that a credit is input in a case where an operation of the touch panel **60** or operating portions **53***a* and **53***b* has been input from either one of the game terminals **50***a* and **50***b*.

When the game is started, the CPU **21** executes game execution processing (step S**2**). This processing will be described later in FIG. **11**. After the game execution processing (step S**2**) has completed, the CPU **21** executes game completion processing (step S**3**). In this processing, for example, in a case where a game completes and then a win or loss has been determined, the CPU **21** awards the prize in the game to the game terminal **50***a* or **50***b* and then completes the game.

FIG. **11** is a flowchart showing the game execution processing (step S**2**) in detail. In FIG. **11**, the CPU **21** executes all-area disposition processing (step S**21**). In this processing, the CPU **21** assigns a plurality of areas that are stored in advance in the ROM **23**, to a two-dimensional planar coordinate system. In this manner, a size, a position or the like of each area is represented as a coordinate on a map. These items of mapping information are stored in the RAM **22**.

After all-area disposition processing (step S**21**) has completed, the CPU **21** first determines whether or not unit game processing in a normal game for acquiring an area (one game processing for acquiring an area according to the rolled numbers of dice) has completed as to one game terminal **50***a* (step S**22**). In the case of the illustrative embodiment, one game terminal **50***a* and the other game terminal **50***b* are adapted to execute a unit game alternately. Every time a unit game completes, the CPU **21** updates information representing a completion state, stored in the RAM **22** (the information in game terminals **50***a* and **50***b* that is overwritten every time the game terminals **50***a* and **50***b* completes a unit game), thereby making it possible to check which current state is indicated from among a state in which a unit game in one game terminal **50***a* has completed and a state in which a unit game in the other game terminal **50***b* has completed.

In a case where the unit game of one game terminal **50***a* has not completed (step S**22**: NO), the CPU **21** displays prompting a player to make an operation as shown in FIG. **7** as to the game terminal **50***a* and waits for ROLL (BET) command input (step S**23**). In this processing, the CPU **21** provides a display prompting a player to input a ROLL (BET) command to the terminal display device **52***a* of the game terminal **50***a*. In accordance with this display, if one player operates a touch panel of the game terminal **50***a* or the ROLL button **61** of an operating portion **53***a*, the CPU **21** executes number-of-acquisitions determination processing (step S**24**) as to the game terminal **50***a*.

FIG. **12** is a flowchart showing operational procedures for the number-of-acquisitions determination processing (step S**24**). In FIG. **12**, the CPU **21** first subtracts the number of bets from the number of credits that has been input to the game terminal **50***a* (step S**111**). Specifically, the CPU **21** subtracts the number of bets required for a game executed at this time (for example, 50 credits) from the number of credits having input from the credit input device **66** (FIG. **5**) by a player (or the number of credits that is input in advance and stored in the RAM **22**). In a case where this subtraction processing has been possible, the CPU **21** enables game execution. That is, the CPU **21** causes the routine to migrate to processing of detecting a strength of an operation (step S**112**).

Specifically, the CPU **21** detects a strength of a pressing operation of the touch panel **60** or the ROLL button **66**. Next, the CPU **21** detects a strength of the pressing in a case where the pressing operation of the touch panel **60** or the ROLL button **66** has been made, and then, stores the detected strength in the RAM **22**. The CPU **21** then determines the number of area acquisitions by means of a random number lottery (step S**113**). In the case of the illustrative embodiment, any one of the rolled and stopped number of dice is adapted to be determined; and therefore, any one of the numbers 1 to 6 is determined.

After the number-of-movements determination processing shown in FIG. **12** has completed, the CPU **21** migrates to the number-of-acquisitions display processing (step S**25**) shown in FIG. **11** as to the game terminal **50***a*. In the number-of-acquisitions display processing (step S**25**), the CPU **21**, as shown in FIG. **13**, first reads out the strength of operation that is detected in the step S**112** described above, from the RAM

22, and then, selects a display mode (a dice rolling distance and a rolling time) of dice according to the detected strength from among the distances and times that are stored in advance in the ROM **23** (step S**131**).

Then, the CPU **21** displays a dice image in a rolling mode on the terminal display device **52***a* of the game terminal **50***a* (step S**132**). Further, the CPU **21** displays a dice image in a rolling mode so as to move from the terminal display device **52***a* of the game terminal **50***a* to the common display device **12** (step S**133**). As a result, the terminal display device **52***a* of the game terminal **50***a* and the common display device **12** display a motion image of dice rolling as shown in FIG. **8**.

After that, the CPU **21** displays a dice image in a rolling-stop mode on the common display device **12** (step S**134**). In this manner, as shown in FIG. **9**, an image is displayed in such a manner that the dice having rolled from the terminal display device **52***a* of the game terminal **50***a* to the common display device **12** stop on the common display device **12**. Thus, the number assigned to faces that is displayed as an image in the dice that has stopped becomes the determined number by means of dice rolling. This number is controlled to be displayed by means of the CPU **71** of the game terminal **50***a*, based on a command from the CPU **21** of the gaming machine **10**, so as to be the number of area acquisitions that has been determined in step S**113** indicating the number-of-acquisitions determination processing (FIG. **12**).

After the number-of-acquisitions display processing shown in FIG. **13** has completed, the CPU **21** executes object control processing shown in FIG. **11** as to the game terminal **50***a* (step S**26**). In this processing, the CPU **21** selects areas by the number of acquisitions that has been determined in step S**113** indicating the number-of-acquisition determination processing (FIG. **12**) and then changes a color of the selected areas.

Specifically, the CPU **21** executes the object control processing shown in FIG. **14**. In FIG. **14**, the CPU **21** first sets the number of acquisitions that has been determined in the number-of-acquisitions determination processing (FIG. **11**: step S**24**) to N (step S**151**). Then, one area is randomly selected from the areas that are adjacent to the acquired area at that time (step S**152**). Subsequently, the CPU **21** adds the area that has been selected in step S**152** as one of the areas that have already been acquired, stores the added area in the RAM **22** (step S**153**), and then, changes the color of the area that has been selected in step S**152** to the same color of the acquired areas (step S**154**). Further, the CPU **21** sets in the RAM **22** the amount of prizes that is stored in advance in the ROM **23** according to the selected area (step S**155**).

Then, the CPU **21** subtracts **1** from a value of N by performing computation of N=N−1 and then stores a result of the subtraction in the RAM **22** (step S**156**). Subsequently, the CPU **21** determines whether or not the value of N that is obtained in step S**156** described above is set to 0 (step S**157**). If the value is not set to 0 (step S**157**: NO), the CPU causes the routine to migrate from step S**156** to step S**152** and then randomly selects one area from the areas that are adjacent to the area that has been acquired up to now, the areas includes the area selected and added in the step S**152**.

In this manner, area selection is made until the value of N has been set to 0. That is, the adjacent areas are sequentially selected by the number of acquisitions that has been determined in the number-of-acquisitions determination processing (step S**24**).

After the areas have been selected by the number of acquisitions that has been determined in the number-of-acquisitions determination processing (step S**24**) (step S**157**: YES), the CPU **21** stores information on the selected areas (such as the numbers and positions of the areas, the prizes that are assigned to the areas, or information on military commander cards that are assigned to the areas) in the RAM **22** (step S**158**). Afterwards, the routine reverts to the game execution processing shown in FIG. **17**.

Subsequent to the object control processing as to the game terminal **50***a* (step S**26**), the CPU **21** stores information representing the completion of a unit game as to one game terminal **50***a* in the RAM **22** (step S**27**).

Alternatively, in a case where the RAM **22** stores the information representing the completion of the unit game as to the game terminal **50***a* in step S**22** (in a case where the unit game of one game terminal **50***a* completes) (step S**22**: YES), the fact designates that the sequential order of performing a unit game has been turned to the other game terminal **50***b*. Then, in another the game terminal **50***d*, CPU **21** executes: processing of waiting for ROLL (BET) command input (step S**33**); number-of-acquisitions determination processing (step S**34**); number-of-acquisitions display processing (step S**35**), and object control processing (step S**36**). These processing operations are identical to those in step S**23** to step S**26** described above except that these processing operations are targeted for the game terminal **50***b*.

Subsequent to the object control processing as to the game terminal **50***b* (step S**36**), the CPU **21** adds the information representing a completion state of another game terminal **50***b*, which is stored in the RAM **22**, to the information representing completion of a unit game as to one game terminal **50***a*. In this manner, in a case where the RAM **22** stores the information representing completion of a unit game as to each of one game terminal **50***a* and the other game terminal **50***b* in an appropriate memory space, the CPU **21** can determine that the unit game has completed as to each of one game terminal **50***a* and the other game terminal **50***b*.

In this manner, in a case where one game terminal **50***a* has not completed a unit game, the CPU **21** executes a unit game as to the game terminal **50***a*, or alternatively, in a case where one game terminal **50***a* has completed a unit game, the CPU **21** executes a unit game as to the other game terminal **50***b*, whereby the unit games can be alternately executed as to the game terminals **50***a* and **50***b*.

Subsequent to unit game completion state storage processing as to the game terminal **50***a* (step S**27**) or subsequent to unit game completion state storage processing as to the game terminal **50***b* (step S**37**), the CPU **21** determines whether or not the unit game at each of the game terminals has completed (step S**38**). Specifically, the CPU **21** checks the unit game completion state that is stored in the RAM **22** and then determines whether or not the unit game has completed as to each of the game terminals **50***a* and **50***b*. In a case where the unit game state is not stored in the RAM **22** as to each of the game terminals **50***a* and **50***b*, the fact designates that the unit game does not complete as to each of the game terminals **50***a* and **50***b*. Then, the CPU **21** causes the routine to migrate to step S**22** described above and then continues unit game processing. Alternatively, in a case where the unit game completion state is stored in the RAM **22** as to each of the game terminals **50***a* and **50***b*, the fact designates that the unit game completes as to each of the game terminals **50***a* and **50***b*. Then, the CPU **21** clears the information representing the completion state of the unit game as to the game terminal **50***a* and the information representing the completion state of the unit game as to the game terminal **50***b*, each of which is stored in the RAM **22**. The CPU **21** then causes the routine to migrate to step S**41**.

As described above, the RAM **22** stores the areas that the game terminals **50***a* and **50***b* have acquired in the respective unit games and information relating to the areas (such as

prizes assigned to the areas). For example, as shown in FIG. **15**, a first terminal storage region A**101***a* for sequentially storing unit game results of one game terminal **50***a* (a first game terminal) and a second terminal storage space A**101***b* for sequentially storing unit game results of the other game terminal **50***b* (a second game terminal) are provided in a unit game result storage region A**101** of the RAM **22**. In the first terminal storage region A**101***a*, every time the game terminal **50***a* acquires an area, a unit game number, the number and position of the area, a prize that is assigned to the area, and information on a military commander card that is assigned to the area are read out and stored from items of information that are associated to the respective area numbers and that are stored in the ROM **23**. In addition, in the second terminal storage space A**101***b*, every time the game terminal **50***b* acquires an area, a unit game number, the number and position of the area, a prize that is assigned to the area, and information on a military commander card that is assigned to the area, are read out and stored similarly from the ROM **23**.

A unit game number is a number of a game (a unit game) relating to one area acquisition of each player in a case where two players (the game terminals **50***a* and **50***b*) acquire areas alternately. In one unit game, a plurality of areas may be occasionally acquired in accordance with the numbers obtained by rolling dice; and therefore, the plurality of areas may be occasionally stored after associated with the same unit number. For example, as shown in FIG. **15**, in the first terminal area A**101***a*, in a case where four areas (ar**11**, ar**12**, ar**13**, and ar**14**) are assigned in association with a unit game number **3**, the fact designates that four areas have been acquired in accordance with the fact that the rolled numbers of dice are **4** in a unit game that is specified by the unit game number **3**.

The unit game number thus stored in the RAM **22** and information on areas that have been acquired in a unit game specified by the unit game number, are employed to determine whether or not to generate a scramble event (to be described later in the description of step S**41**).

The CPU **21** reads out from the RAM **22** the prizes that have been determined to be awarded in a unit game (the prizes that are associated with the acquired areas) at a stage at which the unit games as to the game terminals **50***a* and **50***b* respectively complete one time (step S**41**), and then, the CPU **21** compares the read out prizes with each other.

In a case where the same amount of prize is associated with the acquired areas in the same unit game between the game terminals **50***a* and **50***b* (step S**41**: YES), the CPU **21** executes scramble event processing (step S**42**). That is, in a case where the same amounts of prizes are identical in the unit game, a scramble event occurs. This scramble event processing is an event for scrambling the areas that two players (the game terminals **50***a* and **50***b*) have acquired and the prizes that are assigned to the acquired areas in the unit game (adjacent unit game) that compared in the step S**41**.

FIG. **16** is a flowchart showing details on scramble event processing to be executed in step S**42**. As shown in FIG. **16**, the CPU **21** first provides a display prompting a player to select whether or not to input an additional credit (a scramble event display) when a scramble event has occurred with each of the terminal display devices **52***a* and **52***b* of the game terminals **50***a* and **50***b* and when the scramble event is started (step S**201**). In a case where an additional credit is input, the number of points for determining a win or loss in the scramble event is improved in accordance with the added amount of the credit.

The CPU **21** determines whether or not an additional credit has been input (step S**202**). In a case where the additional credit has been input, the number of credits added to the RAM **22** is stored after associated with an game terminal at which such addition occurs (step S**203**). Subsequent to step S**203** or in a case where it is determined that no operational input occurs during a predetermined period of time and no additional credit has been input in step S**202** (step S**202**: NO), the CPU **21** provides a display prompting a player to select whether or not to use military commander cards on a respective one of the terminal display devices **52***a* and **52***b* of the game terminals **50***a* and **50***b* (step S**204**).

In a scramble event, the number of points according to the number of credits that has been input to each of the game terminals **50***a* and **50***b* and that has increased in accordance with an additional credit, serves as an element for determining a win or loss. In addition, military commander cards used in the scramble event also serves as an element for determining a win or loss. Specifically, the number of points is determined depending on the input number of credits, and at the same time, a result that is obtained by adding the number of points that is assigned to a military commander card used, to the determined number of points, serves as a final number of points for determining a win or loss. For example, in a case where 50 credits have been additionally input in the game terminal **50***a*, if the number of points in the military commander card that is selected in the game terminal **50***a* is 50 points, 100 points that are obtained by adding such additional 50 credits and 50 points of the selected military commander card to each other are counted as the number of points in the scramble event of the game terminal **50***a* (one player). Alternatively, in a case where 30 credits have been additionally input in the game terminal **50***b*, if the number of points of the military commander card selected in the game terminal **50***b* is 100 points, 130 points that are obtained by adding such additional 30 credits and 100 points of the selected military commander card to each other are counted as the number of points in the scramble event of the game terminal **50***b* (the other player).

In step S**204** described above, the CPU **21** reads out from the RAM **22** the military commander cards that the respective game terminals **50***a* and **50***b* have acquired up to now (the military cards that are set in the respective acquired areas) and then displays the read out cards in the terminal display devices **52***a* and **52***b* of the respective game terminals **50***a* and **50***b*. The players can select desired military commander cards by operating a touch panel or the operating portions **53***a* and **53***b*.

The CPU **21** determines whether or not an operation of selecting military commander cards has been made (step S**205**). In a case where such a selecting operation has been made, the CPU **21** determines use of the military commander cards (step S**205**: YES) and then causes the RAM **22** to store information on the military commander cards that have been respectively selected in the game terminals **50***a* and **50***b* (step S**206**). In this manner, the RAM **22** stores information required for a scramble event as to the game terminals **50***a* and **50***b*.

Subsequent to step S**206** or in a case where no operational input occurs during a predetermined period of time and no military commander card is used in step S**205** (step S**205**: NO), the CPU **21** determines the game terminal **50***a* a (one player) or the game terminal **50***b* (the other player) as a winner, based on the number of additional credits or the information on the selected military commander card (step S**207**). Specifically, the number of points based on the number of additional credits and the selected military commander card (described above) is compared, and a player with more points becomes a winner. The CPU **21** awards to a winning

player (game terminal) all of the areas acquired by each of the players in a unit game that has caused a trigger for this scramble event, the loser's military commander card used on the loser side in the scramble event and an area corresponding thereto, and credits added by each of the players in the scramble event (step S**208**). Specifically, settings of the areas that each of the players has acquired in a unit game, the military commander card used on the loser side in the scramble event, and handling an owner of the area corresponding to the loser's military commander card as a winner are provided in the RAM **22** and a setting of handling the added credits by each of the players in the scramble event as a winner's property is provided. In addition, the CPU **21** changes a color of the area that is transferred from the loser to the winner to the winner's color in the map that is displayed on the common display device **12** (step S**209**). After that, the CPU **21** causes the routine to revert to the operational procedures shown in FIG. **11**.

After the scramble event has completed, the CPU **21** causes the routine to revert to the operational procedures shown in FIG. **11** and then determines whether or not another event such as a free game is associated with the area that is acquired in a unit game (step S**43**). Specifically, in the RAM **22**, events are occasionally stored in the RAM **22** after associated with the respective areas, and the CPU **21** determines whether or not an associated event exists by referring to the RAM **22**.

In a case where such an associated event exists (step S**43**: YES), the CPU **21** reads out a program of the associated event from the ROM **23** and then executes the read out program (step S**44**). Specifically, the game terminal **50***a* or **50***b*, having acquired the area with which an event is associated, displays a predetermined image on the terminal display device **52***a* or **52***b* in accordance with the event program that has been read out from the ROM **23**, and then, advances the event. Subsequent to step S**44** or in a case where it is determined that no other event exists in step S**43** (step S**43**: NO), the CPU **21** determines whether or not acquisition of all the areas has completed (step S**45**). As described above with respect to FIG. **15**, the RAM **23** stores information on the areas that have been acquired by two players and then the CPU **21** determines whether or not acquisition of all the areas has completed, based on these items of information (step S**45**).

In a case where the acquisition of all the areas has not completed (step S**45**: NO), the CPU **21** causes the routine to migrate to step S**22** described above. Alternatively, in a case where acquisition of all the areas has completed (step S**45**: YES), the CPU **21** completes a normal game.

As has been described above, in the gaming machine **10** of the illustrative embodiment, in a case where two players have acquired the same prize in a unit game played in a normal game (in a case where two players have acquired an area of the same prize), a scramble event for scrambling an area occurs.

In the scramble event, the two players can enhance a winning probability by using the military commander cards that these players have already acquired. That is, the players can be given an impression that the military commander cards were tactics for determining a win or loss in the scramble event.

In addition, in the scramble event, the number of credits that each of the players has additionally input becomes an element for determining a win or loss as well.

Thus, in a normal game to be executed in the gaming machine **10**, for example, as in a case in which two players have acquired the same amount of prize in a unit game, in a case where a specific condition has been established, a scramble event occurs, whereby the players are caused to have a tense atmosphere as to when a scramble event occurs, and entertainment of the game can be enhanced.

Further, in the scramble event, a win or loss is not randomly determined, but a result of such a win or loss depends on the player actions such as whether each of the players uses a military commander card or whether or not to input an additional credit. In this manner, the players can be given a sense of satisfaction that they participate in a game.

While the foregoing illustrative embodiment has described a case in which two players always participate in a scramble event, the present invention is not limitative thereto. In a case where one of the two players does not desire to participate, a scramble event may be performed between the other player and the gaming machine **10**.

Specifically, in the processing (step S**23**) of waiting for ROLL (BET) command input shown in FIG. **11**, the CPU **21** provides a display prompting a player to input a ROLL (BET) command to the terminal display device **52***a* of the game terminal **50***a* and executes automatic match play processing shown in FIG. **17**. In this processing, the CPU **21** provides the display prompting the player to input the ROLL (BET) command to the terminal display device **52***a* of the game terminal **50***a* and then determines whether or not a predetermined period of time has elapsed (step S**221**). In a case where the predetermined period of time has not elapsed (step S**221**: NO), the CPU **21** repeats the determination processing until the predetermined period of time has elapsed. In a case where the predetermined period of time has elapsed (step S**221**: YES), the CPU **21** determines whether or not a player has made an input the ROLL (BET) operation (step S**222**). In a case where the player has made the input operation (step S**222**: YES), the fact designates that the player has an intention to participate in a normal game in the game terminal **50***a*. The CPU **21** then causes the routine to migrate to the number-of-acquisitions determination processing (step S**24**) shown in FIG. **11**.

Alternatively, in a case where the player has not made the input operation (step S**222**: NO), the fact designates that the player does not have the intention to participate in the normal game in the game terminal **50***a* or that no player exists. The CPU **21** then executes the normal game subsequent to the step S**24** in FIG. **11** instead of the game terminal **50***a*.

On the other hand, in the processing (step S**33**) of waiting for ROLL (BET) command input shown in FIG. **11**, the CPU **21** provides a display prompting a player to input the ROLL (BET) command to the terminal display device **52***b* of the game terminal **50***b* and executes automatic match play processing shown in FIG. **18**. In this processing, the CPU **21** provides the display prompting the player to input the ROLL (BET) command to the terminal display device **52***b* of the game terminal **50***b* and then determines whether or not a predetermined period of time has elapsed (step S**231**). In a case where the predetermined period of time has not elapsed (step S**231**: NO), the CPU **21** repeats the determination processing until the predetermined period of time has elapsed. In a case where the predetermined period of time has elapsed (step S**231**: YES), the CPU **21** determines whether or not a player has input the ROLL (BET) command (step S**232**). In a case where the player has made the input operation (step S**232**: YES), in the game terminal **50***b*, the fact designates that the player has an intention to participate in a normal game. The CPU **21** then causes the routine to migrates to the number-of-acquisitions determination processing (step S**34**) shown in FIG. **11**.

Alternatively, in a case where the player has not made the input operation (step S**232**: NO), the fact designates that the player does not have the intention to participate in the normal

game or that no player exists in the game terminal **50***b*. The CPU **21** then executes the normal game subsequent to step S**34** in FIG. **11** instead of the game terminal **50***b*.

In this manner, even in a case where one of the players does not participate in a normal game, the CPU **21** executes the normal game instead of the player. Therefore, the normal game can be played even if two players are not ready to play, and even only one player can play the normal game.

Although the embodiments of the present invention were described above, they were just illustrations of specific examples, and hence do not particularly restrict the present invention. A specific configuration of each step and the like is appropriately changeable in terms of design. Further, the effects described in the embodiments of the present invention are just recitations of the most suitable effects generated from the present invention. The effects of the present invention are thus not limited to those described in the embodiments of the present invention.

For example, while processing operations such as game control processing, game start processing, game execution processing, and game completion processing have been described as those of the CPU **21** in the gaming machine **10**, these processing operations may be executed by the CPU **71** in each of the game terminals **50***a* and **50***b*.

Further, the foregoing detailed descriptions centered the characteristic parts of the present invention in order to facilitate understanding of the present invention. The present invention is not limited to the embodiments in the foregoing specific descriptions but applicable to other embodiments with a variety of application ranges. Further, terms and phrases in the present specification were used not for restricting interpretation of the present invention but for precisely describing the present invention. It is considered easy for the skilled in the art to conceive other configurations, systems, methods and the like included in the concept of the present invention from the concept of the invention described in the specification. Therefore, it should be considered that recitations of the claims include uniform configurations in a range not departing from the range of technical principles of the present invention. Moreover, an object of the abstract is to enable a patent office, a general public institution, an engineer belonging to the technical field who is unfamiliar with patent, technical jargon or legal jargon, and the like, to smoothly determine technical contents and an essence of the present application with simple investigation. Accordingly, the abstract is not intended to restrict the scope of the invention which should be evaluated by recitations of the claims. Furthermore, for thorough understanding of an object of the present invention and an effect specific to the present invention, it is desired to make interpretation in full consideration of documents already disclosed and the like.

The foregoing detailed descriptions include processing executed on a computer. Explanations and expressions above are described with the aim of being most efficiently understood by the skilled person in the art. In the specification, each step for use in deriving one result should be understood as the self-consistent processing. Further, in each step, transmission/reception, recording or the like of an electrical or magnetic signal is performed. While such a signal is expressed by using a bit, a value, a symbol, a letter, a term, a number or the like in processing of each step, it should be noted that those are used simply for the sake of convenience in description. While there are cases where processing in each step may be described using an expression in common with that of action of a human, processing described in the specification is essentially executed by a variety of devices. Further, other configurations requested for performing each step should become apparent from the above descriptions.

What is claimed is:

1. A gaming machine comprising:

at least one input device,

at least one processor,

at least one display device, and

at least one memory device storing a plurality of instructions which, when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and at least one input device to:

a) display a game to a plurality of players, in which a plurality of symbols are continuously arranged on the at least one display device,

b) determine which of the arranged plurality of symbols is to be assigned to each of the plurality of players,

c) pay out a prize according to each assigned symbol,

d) when the prizes paid to at least two of the plurality of players are identical, generate a scramble event in which the assigned symbols are displayed as being scrambled between the plurality of players.

2. The gaming machine according to claim **1**, wherein the at least one display device includes a first display device, and a second display device that is disposed upwards of the first display device, and wherein the processor is configured to:

movably display a dice image as rolling from the first display device to the second display device,

determine a number that is assigned to any face of the dice as a result of the displayed rolling; and

determine a symbol that is assigned to each of the players in accordance with the determined number of the dice.

3. The gaming machine according to claim **1**, wherein in the processing operation of generating the scramble event, the processor is configured to determine a result of the scramble event, based on an input element, wherein each player inputs the element according to one or more symbols acquired in past game processing in a scramble event.

4. A control method of a gaming machine, said method comprising:

a) causing at least one processor to execute a plurality of instructions to continuously arrange a plurality of symbols on at least one display device,

b) determine which of the arranged symbols is to be assigned to each of a plurality of players,

c) pay out a prize according to each assigned symbol,

d) when the prizes paid to at least two of the plurality of players are identical, generate a scramble event in which the assigned symbols are displayed as being scrambled between the plurality of players.

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